FREE BOOK CASTLEVANIA GUIDE

MICRO MACHINES

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NEW! BRILLIANT GAMEBOY COLOR SECTION

OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

WORLD'S 1st STAR WARS RACER REVIEW PAGES 24 - 31

Played

DUKE NU... ZERO HOUR

CHARLIE'S BLAST TERRITORY

RAMPAGE UNIVERSAL TOUR

BUST-A-MOVE '99

NBA PRO '99

Is it a bird? No! It's a game!

SUPERMAN SOARS ONTO THE N64!

Duke's back! ZERO HOUR reviewed inside!

NEW! DONKEY KONG COUNTRY 64

The latest screenshots from the Nintendo Jungle

Got your free Castlevania Guide Book? If not tell your Newsagent!

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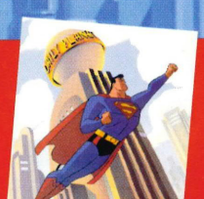
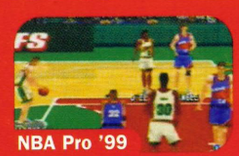


PLUS!

Bust-A-Move '99


NBA Pro '99

ISSUE 22 JUNE 1999 £2.99

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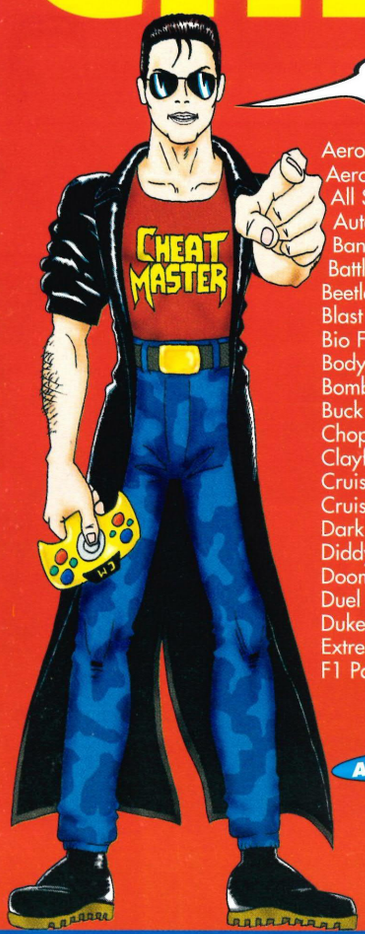

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Aero Gauge
All Star Baseball 99
Automobili Lamborghini
Banjo Kazooie
Battle Tanx
Beetle Racing Aventure
Blast Corps
Bio Freaks
Body Harvest
Bomberman 64
Buck Bumble
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
Dark Rift
Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Extreme G 1 and 2
F1 Pole Position
F1 World Grand Prix
Fifa 64, 98 & 99
Fighters Destiny
Flying Dragon
Forsaken
F-Zero X
Gex
Glover
Golden Eye
GT 64 Championship Edition
Hexen
International Super Soccer
ISS '98
Killer Instinct Gold
Lylat Wars
Mace : The Dark Ages
Madden 64
Mario Karts
Mario Party
Micro Machines 64
Milo's Astro Lanes
Mike Piazza's Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat: Sub Zero
Mortal Kombat : Trilogy
Multi Racing Championships
Nagano Winter Olympics '98
NBA Courtside
NFL Quarterback 98
NHL 99
Penny Racers
Perfect Stricker
Pilot Wings
Quake 64
Rampage Universal Tour
Rampage World Tour
Rogue Squadron: Star Wars
Rush 2
San Francisco Rush
SCARS
Shadows of the Empire
Snowboard Kids
South Park
Space Station
Star Wars: Rogue Squadron
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Top Gear Rally
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Turok 1 and 2
Vigilante 88
Virtual Chess 64
Virtual Pool
V-Rally
Waialae Country Club
War Gods
Wave Race
Wayne Gretsky's 3d Hockey
Wipeout 64
WCW Vs NWO World Tour
WCW Vs NWO Revenge
World Cup '98
WWF War Zone
XG2
Yoshi's Story
Zelda

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Rogue Squadron
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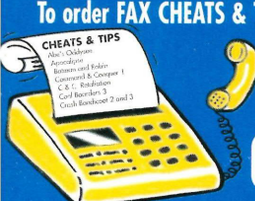

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OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

Welcome to N64 Metropolis. I'll be looking after you for the duration of your stay, so there's nothing to worry about. You can read all about me and my cool new N64 game in the news section, but there's plenty of other things to see and do as well, like a massive review of my mate Duke Nukem's new game! Now if you'll excuse me for five minutes, I'm off to give that Lois Lane a right good seeing to...

The team...

Superman really is a super man, we know, we've met him, but when the team were kids they all had very different heroes. Who were they?

Steve...

admired the wit and twisted imagination of Roald Dahl

Mark...

adored Eddie Kid, but only because he had a cooler haircut than Evel Knievel

Jim...

loved the 'multi-layered' squeaking hand puppet Sweep, of 'Sooty and' fame

Lewis...

used to jump around the room to Gary Glitter. Or was it jump around with Gary Glitter?

Noely...

was a massive fan of punch drunk pugilist Mohammed Ali

Paul...

wanted to run his fingers through Gary Bailey's long, flowing blonde locks*

James...

wanted to be Buck Rogers, or at a pinch, Tweeky. Bidi-bidi-bidi, etc.

Tip-X...

longed to follow in the footsteps of ET, and wanted to see more of the universe

Scoop...

thought Lassie was a 'nonce' and much preferred the Littlest Hobo

Nicky...

was inspired from a very early age by poncey painter Tony 'Hartbeat' Hart

The 8 Commandments

N64 PRO will always review games dead honestly, and we'll always ask at least one of you lot for your opinion too!

N64 PRO will be bang up to date with the latest reviews, finest previews and most up to the minute news in every single issue

N64 PRO will scour the galaxy to find each and every new cheat possible for every single N64 game, even if it kills us!

N64 PRO team members will never talk down to our readers - even the really thick ones!

N64 PRO will always be written by experts who live and breathe N64 gaming

N64 PRO will always give the most coverage to the best games, and not waste our time - or yours - rambling on about the rubbish ones

N64 PRO will always be the most reader-interactive N64 mag around - giving you the chance to have YOUR say in many different ways

N64 PRO will always feature the latest cheats, and the guides to the games you want to see cracked!

Get in touch! Send your comments, opinions (with photos) to: N64 Pro, FREEPOST, 3038, Macclesfield, Cheshire, SK10 4YE (No stamp required)

*Gary Bailey was a rubbish goalkeeper who played for Man U(re) in the late 70's. Couldn't catch the ball, but at least he didn't have a bright purple nose...

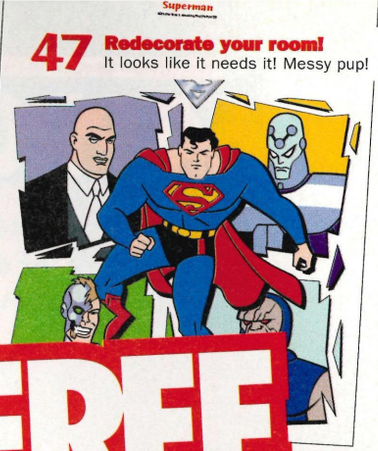
OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

Issue 22 June 1999

76 Join the Pro Crew!
You know you want to! Gagging for it!

47 Redecorate your room!
It looks like it needs it! Messy pup!

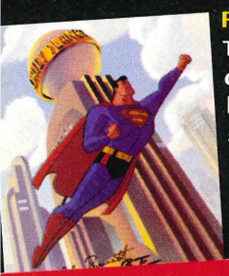


THE PRO CREW

C O N

FREE Posters

6 Prize Party!



FINE ART!
Top prize! Limited edition cell art of the man himself, worth an absolute fortune! And we're giving it away? We must be mad!
Page 6

WIN!

PLUS!
Let's go fly a kite, or maybe drive a remote control car for a bit...

FREE Blagger's Guide to Micro Machines

Tip-X used his alien shrink ray and made himself really tiny. All to bring you this nippy little guide! Put your foot down and get over to the middle bit now!

ENTER THE PRO CREW

62 Glover Guide
Last part! Finally you can finish it! Thumbs up!

66 Tips, Codes & Cheats
Tip-X lands again, with another sackful of out-of-this-world cheats. Is there anything he can't do?

70 Pro Arena
Britain's Top Gamer mutates into Pro Arena, to suit our multinational readers!

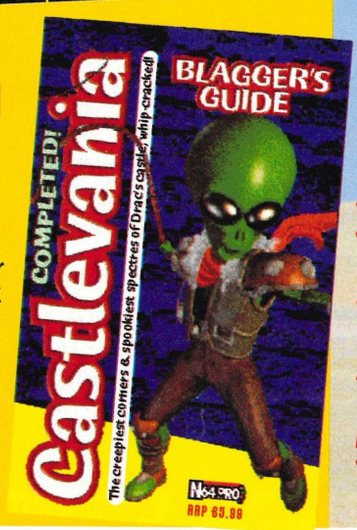
Regulars

6 News
Scoop's got the scoop on Superman, C&C, Dragon Sword & loads more!

16 Scoop's Gallery of Games
Pictures to gaze longingly at for hours

FREE Your very own Blagger's Guide to Castlevania

Don't panic if you've been having a bash at that spooky Castlevania and are worried that your clean underpant mountain is going down faster than Nottingham Forest! Tip-X is here to hold your hand as you tiptoe through the torsos - severed of course - and lead you through the gates of hell and safely out the other side! Nerves of steel that cheats alien, nerves of steel...



Reviews

REVIEW

The 'force' is with us as N64 Pro wins the race to bring you Star Wars: Episode I, first. As ever, we've weeded out those games that have turned to the Dark Side from the true Jedi Masters.

24 Star Wars Racer
32 Duke Nukem: Zero Hour
40 Bust-A-Move '99
44 Rampage Universal Tour
58 NBA Pro '99

20 Leagues Say we, are, top o' the league!

82 Reader Reviews If Noely can do it you can too!

88 Database Mini-reviews on every game!

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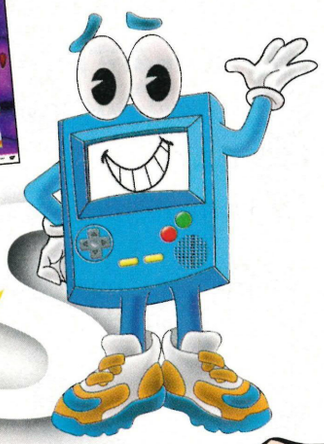


Wanna see the latest Game Boy Color stuff? Turn to p86 now!

ZONE

Tarzan – coming soon to Color GameBoy! N64 Good. PlayStation bad.

74 Swap Shop
Sell your old tat, get some new garbage!

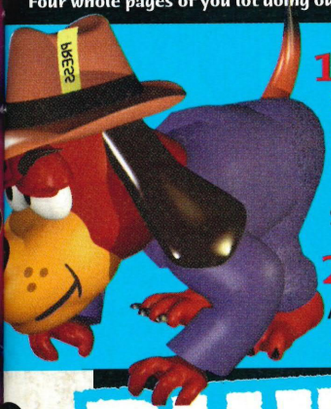
76 Join the Pro Crew
And you'll never look back

78 You reckon?
Get on your soapbox!

82 Reader Reviews
Four whole pages of you lot doing our job for us! Better in some cases!

86 GameBoy Nation
Handheld hijinks on GameBoy Color

88 Database
If it's out it's in! Does that make any sense? No? Well I'll shut up then...

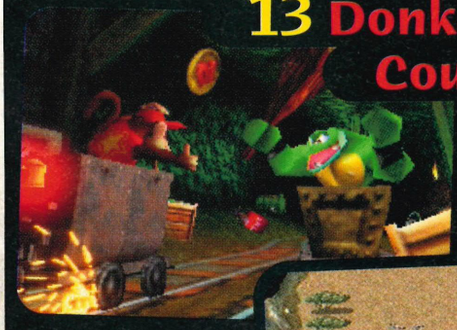


18 Coming Soon...
Wanna be the most clued up kid in N64ville? Soak up this info overload

20 Leagues
Another stat attack as we sum up the entire N64 market, just for you!

BLUEPRINT

13 Donkey Kong Country 64
New shots on the biggest game of all time! Drool...



12 Command & Conquer
It's a gaming legend, and it's coming to the N64 soon!

EXCLUSIVE!

MUCKY PUP!
Scoop's been sniffin' around the Daily Planet offices. Reckons he's after a job, but we think he just wants to rub up against Lois Lane's leg!

24 Star Wars Racer

NEWS

Hot news this month...

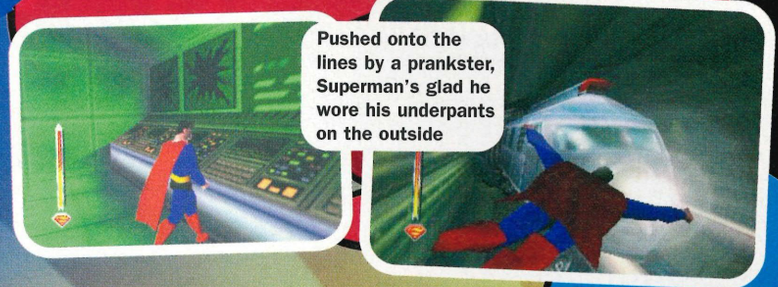
6 No more FIFA!
14 Knockout Kings
8 C&C
14 Monster Trucks!

Big news month this one, and now it's outta the way I'm off to LA to sniff out even bigger stories!

These pants could do with a wash! They used to be red!

COVER STORY SUPERMAN

Air R



Pushed onto the lines by a prankster, Superman's glad he wore his underpants on the outside

EXCLUSIVE!

Superman readies his cape for take off into the N64 skies. Hold your noses though, those undies can get a bit whiffy so we've heard...

FOR ANY other game it'd be impossible to stay excited for as long as it's taken this one to finally reach lift off, but ever since we launched N64 Pro nearly two years ago we've had a steady stream of letters begging us for the latest info. Such is the universal appeal of Superman, the one and only Man of Steel. And we've not let you down (at least not since I took over at the news kennel, can't speak for when the likes of Noely had a hand in things though! Slackers!).

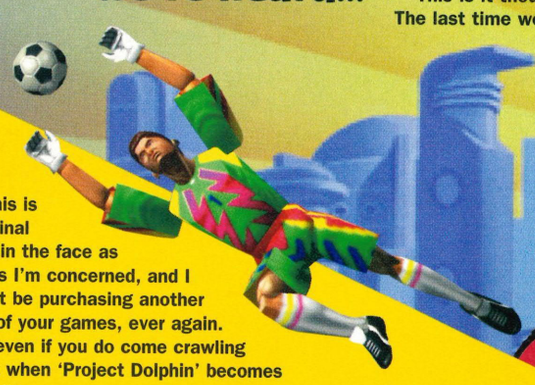
This is it though. The last time we'll ever feature the Caped Crusader in the news (er, isn't that Batman? - Lewis). Not because we're sick of the sight of the girly tight wearing so-called superhero, far from it, more because... it's ready for review! Oh my God! Pass the smelling salts, I think I'm about to pass out from the shock!

Man of rust

Just in case you've been on Krypton for the last 18 months, I'll fill you in on what all the fuss

FIFA kicked into touch!

And NHL too! Have EA Sports gone mad?



WE'D HAVE to say yes! No more FIFA or NHL games on the N64! Official! That's just plain daft in this newshound's opinion! That's it, I can't take any more, the time for sitting on the fence has long passed. EA Sports, you have let your Nintendo-owning fans down once too often with your behind the times ports of last year's PlayStation games.

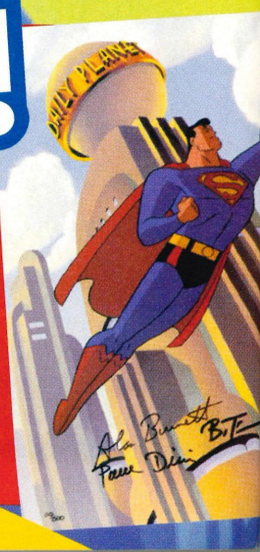
This is the final slap in the face as far as I'm concerned, and I won't be purchasing another one of your games, ever again. Not even if you do come crawling back when 'Project Dolphin' becomes a reality...

Er, Steve here. Before Scoop lands us in prison, I'd just like to say that everyone here's disappointed, but that's gaming for you! Let us know what you think and we'll pass on your letters to EA. Who knows, they may even change their minds...

STOP PRESS! I've just been shown the list of games that EA will be showing at E3 on N64, and there's loads of them! Which makes all this seem even more bizarre! Be sure to check next issue for all the details!

WIN!

May the Force be with You



N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!

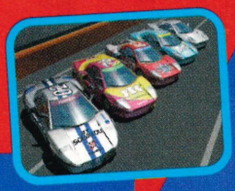
CRACKED OPEN

Grease up that leotard and buff up your medallion, Tip-X gets jiggy with Vigilante 8, and leaves no afro uncombed

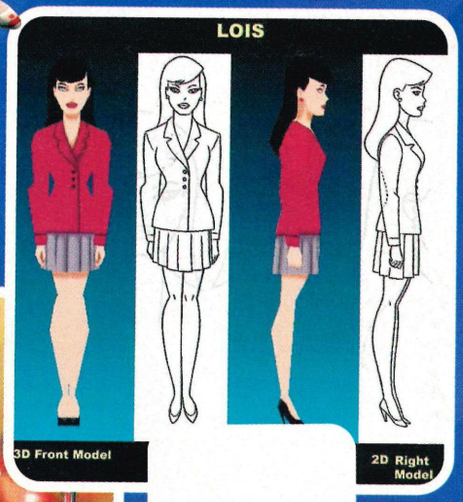
66

8 BLUEPRINT

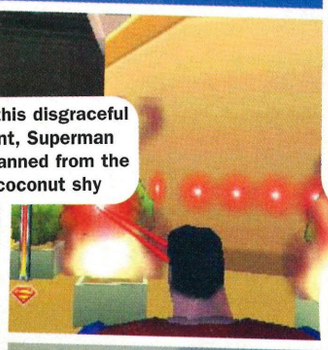
Ridge Racer? On the N64? Surely not? Well, pick your slack jaws up off the floor, cos it's happening, soon, and our very own Scoop's got the Scoop

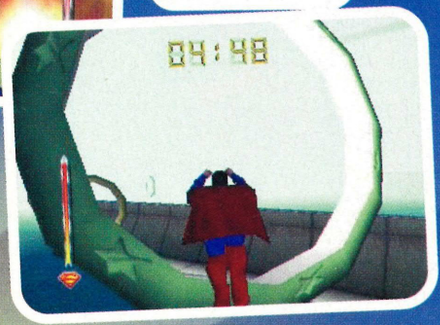


age!



After this disgraceful incident, Superman was banned from the fair's coconut shy





SCOOPY SNACK
"Superman can be hurt be two things: one's obviously Kryptonite"

is about. Titus have done it and it's got Superman in it and stuff. What? You want more than that? Blimey! You lot are more demanding than I thought. Well, all your favourite heroes will be making an appearance (Lois, Jimmy, Perry and that lot. Even Clark Kent makes shows up), along with a few of the more popular arch-villains (Luthor, Bizarro, Metallo and loads more. Boo! Hiss!).

Bloody Kal-EL

Fists fly in all directions as 'Supe' battles it out over some of the most beautifully crafted levels we've ever seen. You really will think you're in the cartoon, they're that good.

Since we last saw it they've tarted up the animation no end, and when the big guy's wandering around he no longer looks like he's the worst entrant in a body-popping competition for crash test dummies!

Being the Man of Steel though isn't all about brawn. You'll have to make almost constant use of special abilities such as X-ray vision, not too mention give your own rapidly shrinking brains a thorough workout at the same time (one memorable section sees you rescuing your mates who are trapped in a burning building. Will you find the key or will they get frazzled?).

This game really has got a bit of everything, and being massive DC Comics fans ourselves we're well up for this one! Check out these exclusive new screenshots for now and we guarantee you won't have stopped drooling by the time next month's review comes along!

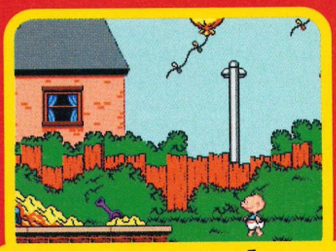
SCOOPY SNACK
"The second Superman killer is magic, he hates those bunny tricks!"

Charts

Sponsored by GAME

GAME UK Chart

1 - Micro Machines Turbo
2 - FIFA '99
3 - Mario Party
4 - Star Wars: Rogue Squadron
5 - Zelda: Ocarina of Time



GameBoy Color

1 - Rugrats the Movie
2 - Zelda
3 - Top Gear Rally
4 - Wario Land 2
5 - Frogger

N64 Pro's Most Wanted

1 - Perfect Dark
2 - Donkey Kong 64
3 - Pod Racer
4 - Jet Force Gemini
5 - Resident Evil 2

WIN!

OR WHATEVER phrase it is that's associated with the world's most popular superhero. Okay, no mucking about, we've got a tip-top prize to give away and we're so excited about it that we've just got to get straight to the point!

If you've ever been in a Warner Bros Studio Store you'll no doubt, like we have, have gazed in jealous wondered at the lovely Cell art hanging on the back wall, and wished that you had the dosh to hang one on your wall. Well, we've got one, a Superman one no less, and like the idiots we are we're giving it away!

To win it you'll have to tell us who your hero is, and why. The more imaginative the better, and it doesn't have to be a comic character, a bloke or even a human being! So get thinking!

My hero is...

Because...

Name

Address

Postcode Age

Send your entries to Monet, Monet, Monet competition. All entries must be in before July 1

Predict next month's Official UK GAME Chart top 3 and win a £25 GAME gift voucher

My predictions are as follows...

1

2

3

Name

Address

Postcode Age

WIN!

Fabulous Remote Control Cars and Games!!!

NO DOUBT we drove you lot mad last month by setting you a two part question to our remote controlled car competition. But don't go losing control, the thing is we reckon that the prize was so good that we'd make you work for the prize.

We've teamed up with THQ and Nikko racers to bring you this wheely great prize consisting of hundreds of pounds worth of stuff. A handful of whizzkids will be driving away five top of the range remote controlled cars and, as if that wasn't already good enough, we've bagged five copies of the car crazy Penny Racers to go with them.

Last month we asked: If you had to spend your last penny what would it be on?

This month's question is even easier. We think remote controls are ace. Anything that lets you sit on your arse and operate your TV, video, stereo or whatever, without even having to twitch a muscle is alright by us. But just imagine if sometime in the future almost everything is controlled remotely...

Question 2: If you could have your own remote control, tell us what it would be and how it'd work.

Send your answers to "Not Even Remotely Funny Compo" at the usual address. The funniest five answers to both questions will speed off with the prizes.

*Closing date: June 30th. No purchase necessary. No multiple entries. No cash alternative.

Answer
Name
Address
Postcode Age

N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!

A R
Far

SCOOPY SNACK
"Give a dog a bone! Woof! Woof! That girl's a bit of a fox!"

Enter the D

Whoa! Get a lozenge mate, even Mark's not got breath that bad!

THROW together a few wizards, warriors and fire breathing dragons and you're bound to end up with a scrap of heroic proportions. Enter Dragon Sword, a promising looking action game with a heavy dose of RPG thrown in for good measure.

You take control of either Kailan or Tia (or two players can have a co-operative game) and head out into a world of gloomy forests, perilous deserts and deadly castles in your quest to rid the land of Tengarra of an evil sorceress called Zordanthia.

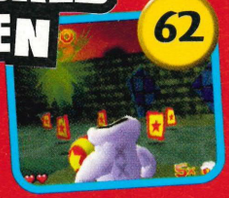
An action game at heart, Dragon Sword promises beautiful 3D graphics and over 40 different weapons as well as potions and other mysterious

REVIEWED

82 The Duke's nuking 'em again! He's back, and in the latest, greatest Duke adventure ever, no less! On any format!

CRACKED OPEN

62



It's been nothing short of epic, but at last, the final part of our Glover guide has arrived. Rejoice!

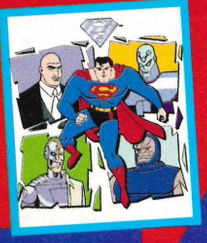
BLUEPRINT

Fancy a scrap do ya? Do ya, eh? Cos we do! Only on Knockout Kings though, we're a bunch of softies really!

14

PRO:POSTER

Bedroom need brightening up? Fed up of that stain on the wallpaper? Well cover it up with a lovely poster then!



Ridge Too !

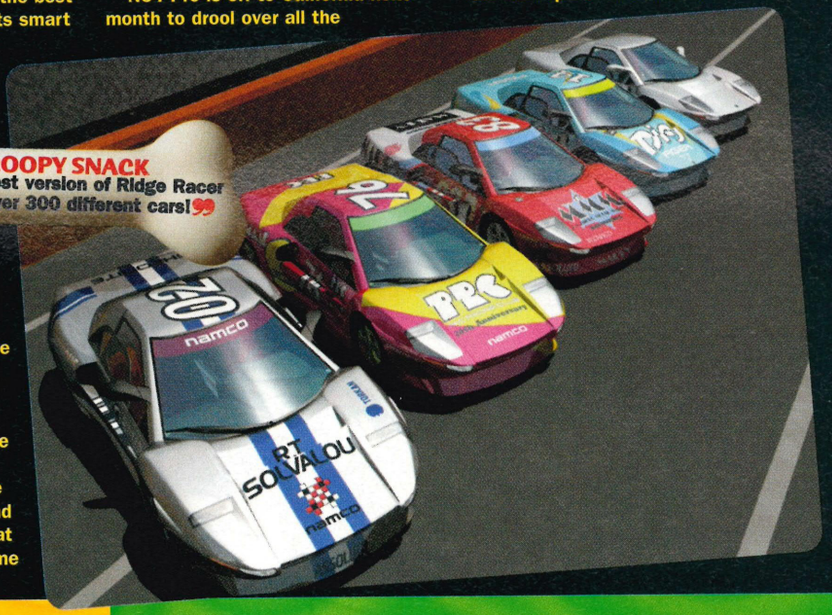
ANYONE who knows their racing games will have heard of Ridge Racer. Back, oh so many years ago, this appeared in arcades and was immediately hailed as one of the best car games ever. Famous for its smart graphics, fast gameplay and intense racing, Ridge Racer is finally heading for the N64.

Not much is known about the N64 version of Ridge Racer just yet. Expect to see the famous gameplay that made the arcade and PlayStation versions popular, but this time boosted by the graphical power of the N64.

There's been several different versions of the game in the arcades and on the PlayStation, and although we don't know which one will end up on the N64, it's hoped that the best aspects of each game will be crammed onto a cart. Also expect to see plenty of fast racing action, brilliant graphics and hopefully a four player mode.

N64 Pro is off to California next month to drool over all the new releases at the E3 games exhibition. With any luck, Namco will be releasing more information on this brilliant racing game, so check out our full report next month.

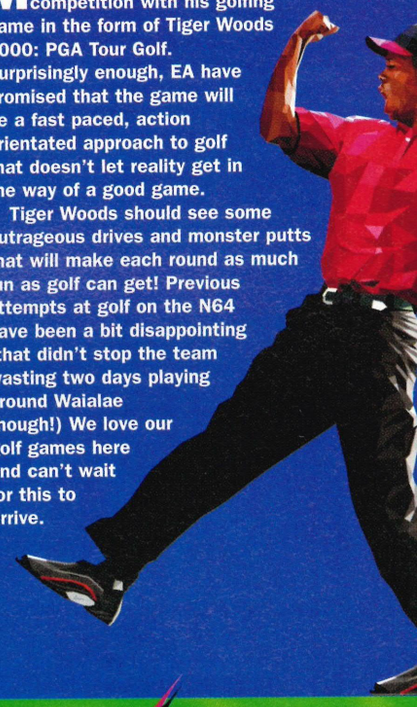
SCOOPY SNACK
"The lastest version of Ridge Racer features over 300 different cars!"



Hole in 2000

MARIO is going to have some strong competition with his golfing game in the form of Tiger Woods 2000: PGA Tour Golf. Surprisingly enough, EA have promised that the game will be a fast paced, action orientated approach to golf that doesn't let reality get in the way of a good game.

Tiger Woods should see some outrageous drives and monster putts that will make each round as much fun as golf can get! Previous attempts at golf on the N64 have been a bit disappointing (that didn't stop the team wasting two days playing around Waialae though!) We love our golf games here and can't wait for this to arrive.



ragon!

Items. But you'll have to develop your characters if you want to win at this game and there's a heavy dose of role playing and puzzle solving. You can even capture the monsters in the game and attempt to tame them (Tamogatchi style) so they fight on your side.

Dragon Sword looks like a great title and we'll bring you more info as soon as we get hold of it.

Party alert!

KIDSFEST

KIDSFEST is the best day out ever, and what's more, it's coming to a town near you.

That's right, starting in Manchester from 25th-27th June, it will travel to Edinburgh on 23rd-25th July, then to the Midlands from 13th-15th August, onto London for 3rd–5th September and finally across the sea to Dublin from 19-21st November.

Kidsfest is a fun packed festival for everyone. So whether you're into skateboarding, surfing or science, parachuting, painting or you just want to chill out in their Internet Cafe, there's something for you!

1,000s of kids from across the UK will be getting together for this huge party, with loads to buy, celebrities to see and competitions to win.

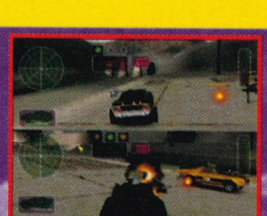
David Beckham and the Manchester United football team will be demonstrating their skills for the three days of the Manchester show, there's a jousting challenge for those of you who want to test your strength against muscle bound Gladiators, and if that isn't enough they've also got assault courses and death slides, Roller Blading and BMX for and action packed day out!

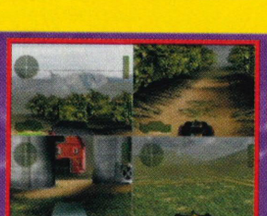
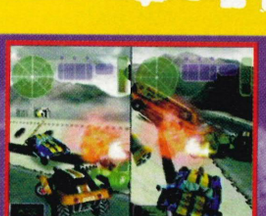
Don't forget there'll be loads of competitions to win holidays, computers, games, sports equipment, books and much more.

So look out for FREE tickets on the front cover of the July issue of N64 Pro or ring the Kidsfest hotline on 0800 0370 075 or you can pre register by visiting their web site on www.kidsfest.co.uk.

VIGILANTE 8™

4 player auto combat



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Command and Conquer

NOD help us!

DID SOMEONE say Command & Conkers? Excellent! I've been soaking this baby in vinegar for two days. It's a 14er. I've varnished it and even got it on an extra strong shoelace. Not bad going eh? Especially since I don't wear shoes. Right then, who's first for a thrashing? What do you mean, not that kind of conkers? Oops...Err, I'll get my pelt.

Strategy games...mmm

As it turns out, Command & Conquer is actually an N64 version of the real-time-strategy PC classic. I know that you know, I was just kidding (course you were Scoop – Steve). The game sees you take control of either the GDI or the Brotherhood of NOD, two mad-as-a-brush warring groups battling for control of the precious ore Tiberium.

Nodding off right now

Players send out troops, tanks and masses of other destructive hardware against the enemy in an all-out battle the likes of which hasn't been witnessed since Tibikins and Felix wandered into the local pound. Unfortunately, it doesn't look likely that it'll feature the PC's multi player mode (though a split screen version hasn't been ruled out), but apart from that it looks set to stomp all over the pathetic PlayStation game with size 12 army boots.

Zzzzzzz...Oi! It'll be cool

The N64 version will be enhanced to play faster than the original, will look all swanky in glorious 3D and feature tons of speech and a number of exclusive levels. Not only that, but the analogue stick should make movement and troop selection easier to get into than the butcher's wheelie bin. Now if that doesn't make PlayStation owners as sick as a mangy, flea-bitten, pampered like a baby, cat, I don't know what will?

Double D Trouble

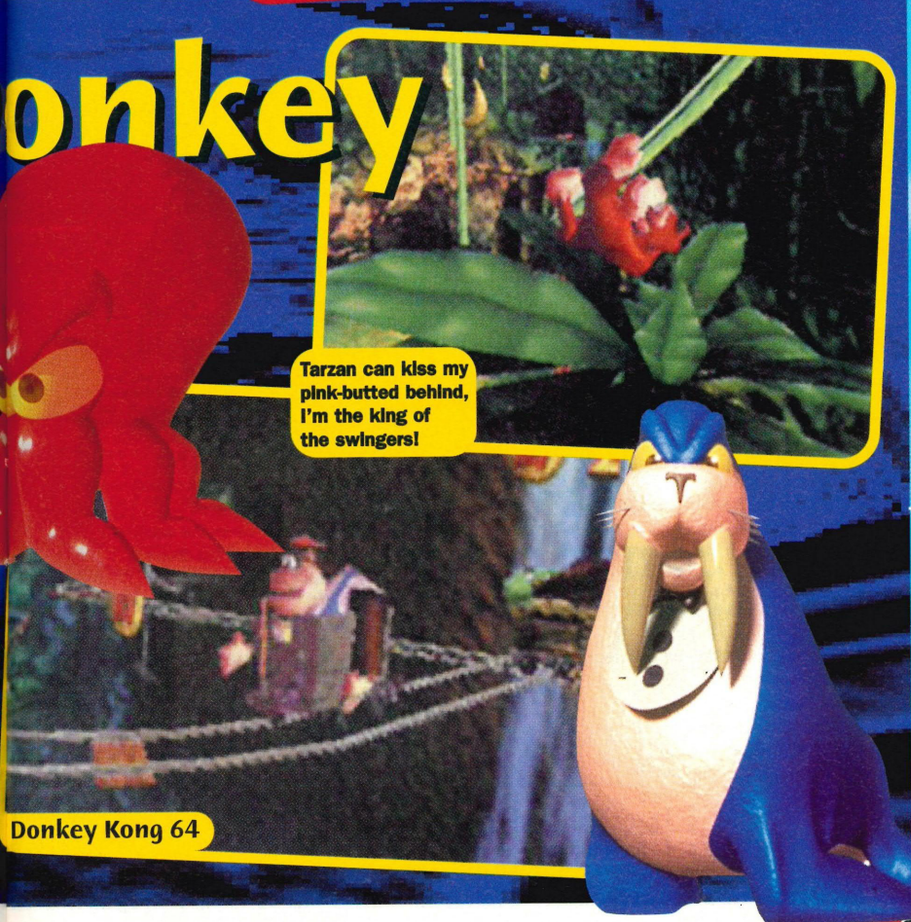
Like a dog with two pics, I've got every right to feel smug. You see I've sniffed out two of the hottest shots from the biggest game heading to your N64 and I've been drooling over them ever since. They're big ones as well. Huge in fact!

So here they are. Feast your eyes on these crown jewels folks. They don't call me Donkey pic for nothing, you know. Two new screenshots of Donkey Kong aping about in all his N64 glory. I tell you they don't come much bigger than this.

Who turned out the lights?

DK is the only title that can hope to cast a shadow over Perfect Dark. And expect this huge butted monkey performer to banjo that daffy bear and bird duo into next week too. I've not managed to get my paws on a playable version as yet, but Steve and me are jetting off to America next month for the E3 show (where all the latest games are first shown) where we'll be dribbling all over the playable demo. It should be a corker; bright lights, big city, and plenty of top notch games. If we're really lucky, we may even hook up with a few lady dogs.

Titchy little nutters hammering around blowing stuff up. Our kind of game!

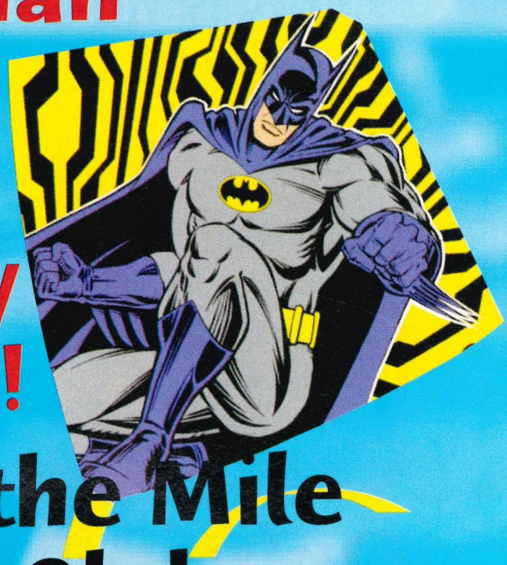


Tarzan can kiss my pink-butted behind, I'm the king of the swingers!

Donkey Kong 64

WIN!

Batman and Toy Story kites!



Join the Mile High Club

So many of you were blown away by last month's kite competition, that we've teamed up with World's Apart to give away some more. There's a Batman kite and a Toy Story kite and we've got 10 of each to give away.

These kites are masterpieces of aerial design but if you could design your own kite, what would it look like? Send your kite creations to 'High as a Kite' compo at the usual address. 20 high fliers will win either a Batman or Toy Story flying machine and the best one will even have their design made into a real kite of their very own. That should put the wind up your mates.

Name

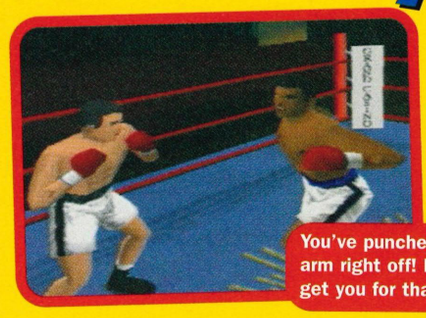
Address

Postcode

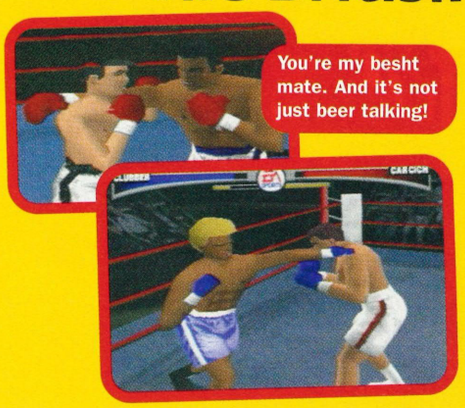
Age

Float like a Butterfly, Sting like EA!

This is no Don King promotion! The British lads can actually win!



You've punched my arm right off! I'll get you for that!



You're my besht mate. And it's not just beer talking!

THE LADS love a good scrap, the smallest thing seems to set them off these days, although I have been banned for biting and Stench (Mark) does tend to run off and hide in the bushes when the going gets tough.

Well, we won't have to worry about trying to hide the bruises anymore cos EA Sports (snarl, spit) are bringing Knockout Kings 2000 to the N64! They're tightlipped at the moment about the game itself, everyone's saving their top surprises for E3, but I was digging around the other day and uncovered that there will be a Great Fights option, letting you reacreate great sporting moments like the Rumble in the Jungle, the Thriller in Manilla and, the best fight in dog history, the Bark in the Car Park. Now that was a classic!

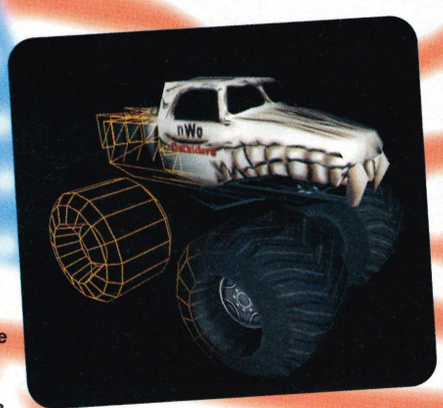
Large fisted legends such as Muhammed Ali, Joe Frazier, Oscar De La Hoya and Sugar Ray Leonard pound lumps out of each other alongside the cream of today's crop (or at least the ones they could get permission from, Naz has signed his own deal with CodeMasters!).

It's out in time for Christmas (very festive!) so come back next month when we'll give it a good bashing (and each other no doubt)!

SCOOPY SNACK
"Recreate great sporting moments like the Rumble in the Jungle"

Only in America!

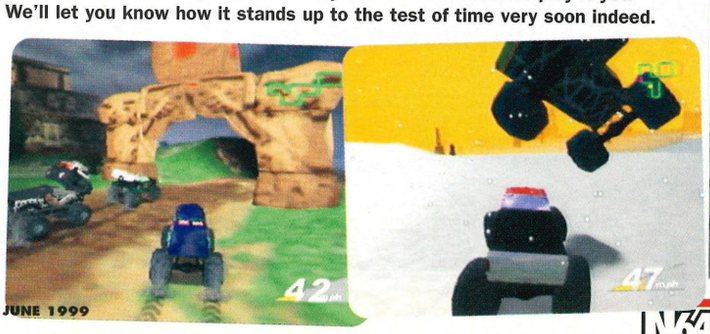
Most Brits wouldn't know a Monster Truck from a pick-up, but all that's about to change...



AND IT'S all down to Take Two. Good on 'em we say, cos Monster Truck Madness is one racer with a difference that's got me foaming at the mouth with anticipation. I've just got my grubby little paws on a preview cart and can tell you that it features all the Trucks I've heard of (Bigfoot, Gravedigger and The Executioner) as well as loads of others they must have made up. And get this, the game features WCW trucks owned by Hollywood Hogan and Sting (not the Englishman in New York thankfully)! Good eh?

Up to four players will be able to crush cars as well as race around seven enormous tracks, two of which are N64 exclusive! There's loads more too it though. There's Rumble mode, a sort of metal-crunching, bone-breaking deathmatch between eight tonnes of steel as well as the intriguing Truck Soccer, played with a ball the size of a Volkswagen!

It's great fun so far, but we've only had a limited time to play it yet. We'll let you know how it stands up to the test of time very soon indeed.



Scoop's Scarpered!

Win! Can you find Scoop before he flees the country? Help us and you might just win yourself two brand new N64 games!

WIN!

MR DOG, you have been found guilty of pinching hot news stories from right under the noses of innocent competitor magazines. It is no defence that they are inferior to N64 Pro, weakness is not a justifiable motive for trouncing them, month after month! You are a particularly nasty piece of work, and undoubtedly a danger to other, less capable newsgatherers. And therefore I have no hesitation in sentencing you to the maximum term available for this crime... Hang on! He's scarpered! Stop that mutt! He's getting away!

Scoop's holed up somewhere in the reviews sections. If you can find him send your entries in right away, cos If you're first out of our CrimeWatch police hat we'll send you a couple of shiny news carts! Remember, winning competitions is rare, so don't have nightmares and don't shoot us in the back of the head if you don't win! Address your envelopes to: **I've Grassed up Scoop, N64 Pro Prison, Freepost, 3038, Macclesfield, SK10 4YE.**

Get the handcuffs out! Sneak over to page...

And nab him! He's hiding...

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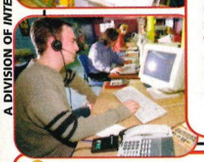

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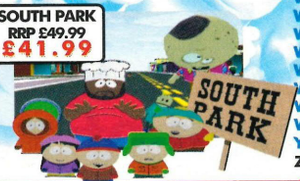

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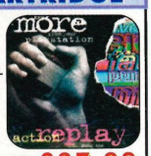

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My studio's seen as much panting as it has painting this month. Just look at these gorgeous shots and you'll be drooling too

The choice is yours. Either pay three quid to go look at a load of arty farty Monet's, Rembrandt's and Picasso's in your local art gallery or come take a butchers at Scoop's top screenshots in N64 Pro. You pays your money and takes your chances...

Armorines

LEFT, left, left, right, left. I don't know, but I've been told – Armorines looks as good as gold. Sound off 1, 2, sound off 3, 4...etc. (Erm, no Scoop, that's Armorines, not Marines – Steve)
●OUT DEC

SCOOP'S GALL

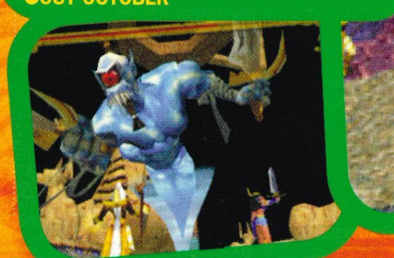
A priceless collection of paw prints!

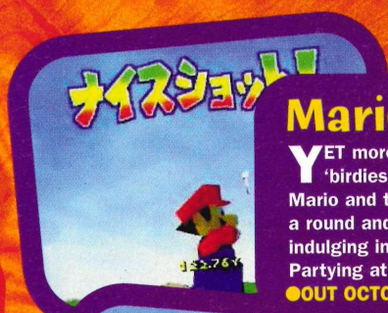
Bomberman 2

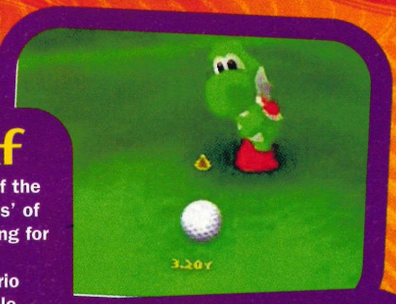
BOOM! Shake, shake, shake the broom. Bomberman's gonna explode onto your N64 in an even better 'boomshakalack' sequel. Check out these explosive pics.
●OUT OCTOBER

Gauntlet Legends

RED warrior needs food, badly. Yes the arcade smash has thrown down the gauntlet once again to would be wizards and warriors. Expect much multi player magic & mayhem.
●OUT OCTOBER



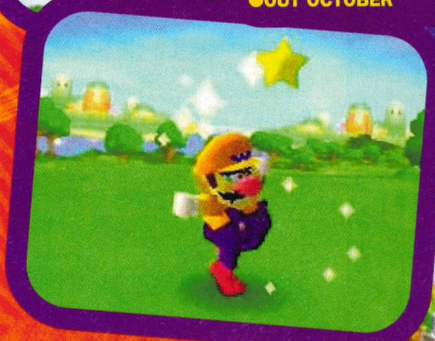




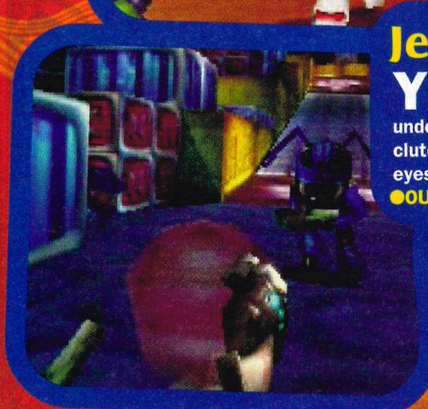
Mario Golf

YET more teeshots of the 'birdies' and 'blokies' of Mario and the gang going for a round and doubtless indulging in a bit of Mario Partying at the 19th hole.

●OUT OCTOBER



ERY OF GAMES!



Jet Force Gemini

YOU know as well as we do that Jet Force Gemini is gonna be bigger than Cartman's underpants. So we've got another cracking clutch of Gemini pics for you to feast your eyes upon. Sweet!

●OUT SEPTEMBER

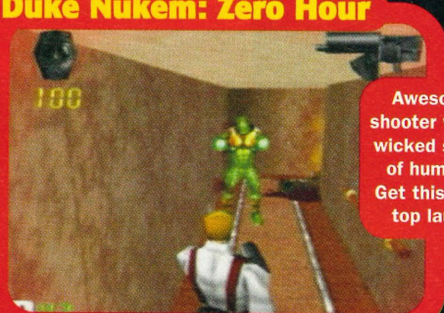
Release Sch

Stuffed to the seams with the best carts on Earth this is where you'll find 1999's smash hit games! You'll be playing these games well into the next millennium

Must Buys

Go to the shops right now and grab...

Duke Nukem: Zero Hour



Awesome shooter with a wicked sense of humour! Get this for a top laugh

Mystical Ninja 2: Starring Goemon

The best 2D plaformer ever! Wacked-out humour and a great two player mode

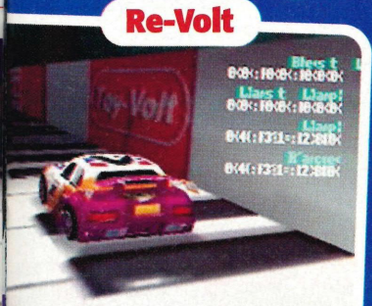
Game Title	Makers	Date	Country
May 1999			
Carmaggeddon	Interplay	May 7	US
Ken Griffey Junior Baseball 2	Nintendo	May 10	US
Star Wars: Episode One	LucasArts	May 24th	US
Gauntlet Legends	Midway	May 25	US
Superman	Titus	May 25	US
★ RAT ATTACK	Mindscape	Early May	UK
Lego Racers	Lego Media	Mid May	US
Shadow Man	Acclaim	Mid May	US
★ GOEMON'S GREAT ADVENTURE	Konami	May TBA	UK
★ SHADOWMAN	Konami	Mid May	UK
★ DUKE NUKEM: ZERO HOUR	GT Interactive	May TBA	UK
Tonic Trouble	Ubisoft	May TBA	US
June 1999			
Shadowgate 64	Acclaim	June 2	US
★ F1 WORLD GRAND PRIX 2	Nintendo	June 4	UK
WWF Attitude	Acclaim	June 11	US
World Driver Championship	Midway	June 16	US
Command & Conquer	Nintendo	June 28	US
★ QUAKE 2	Activision	Late June	UK
★ ASSAULT	Telstar	June TBA	UK
★ CHARLIES BLAST CHALLENGE	Kemco	June TBA	UK
★ LEGO RACERS	Lego Media	June TBA	UK
★ LODE RUNNER 3D	Bandai	June TBA	UK
★ MICHAEL OWEN'S WORLD LEAGUE SOCCER '99	Eidos Sports	June TBA	UK
July 1999			
★ STAR WARS RACERS	Nintendo	July 2	UK
Pokemon Snap	Nintendo	July 26	US
★ CARMAGGEDDON	Interplay	July TBA	UK
★ NEW TETRIS	Nintendo	July TBA	UK
August 1999			
Jet Force Gemini	Rare	August 30	US
★ JET FORCE GEMINI	Rare	August TBA	UK
★ COMMAND AND CONQUER	Nintendo	August TBA	UK
★ WWF ATTITUDE	Acclaim	August TBA	UK
September 1999			
Mario Golf	Nintendo	September 13	US
★ MONSTER TRUCK MADNESS	Take 2	September TBA	UK
★ OGRE BATTLE 3	Nintendo	September TBA	UK
★ ROADSTERS	Titus	September TBA	UK
★ RAYMAN 2: THE GREAT ESCAPE	Ubisoft	September TBA	UK
★ SHADOWGATE 64	Kemco	September TBA	UK
★ SUPERMAN	Titus	June TBA	UK
October 1999			
★ MARIO GOLF	Nintendo	October TBA	UK
★ TOP GEAR RALLY 2	Kemco	October TBA	UK
★ PERFECT DARK	Rare	October TBA	UK
★ TASMANIAN EXPRESS	Infogrames	October TBA	UK
November 1999			
Army Men	3DO	Early November	US
★ RAINBOW SIX	Nintendo/ Red Storm	Mid November	UK
★ DAIKATANA	Kemco	November TBA	UK
★ REVOLVER	Nintendo	November TBA	UK
★ SHADOWGATE RISING	Kemco	November TBA	UK
★ TOP GEAR HYPERBIKE	Kemco	November TBA	UK
★ XENA	Titus	November TBA	UK

edule

Game Title	Makers	Date	Country
December 1999			
Turok 2 Arena	Acclaim	December 10	US
★ TUROK ARENA	Acclaim	Early December	UK
★ DONKEY KONG 64	Nintendo	Mid December	UK
Armorines	Acclaim	December TBA	US
Resident Evil 64	Capcom	December TBA	US
1999 - To Be Announced			
★ CHAMELEON TWIST 2	Sunsoft	Spring '99	UK
★ HARRIER 2001	Video System USA	Spring '99	UK
★ ROADSTERS '99	Titus	Spring '99	UK
Rugrats Board Game	THQ	Spring '99	US
★ TWELVE TALES: CONKER 64	Rare	Spring '99	UK
★ WIN BACK	Koei	Spring '99	UK
★ WILD METAL COUNTRY	Gremlin	Spring '99	UK
★ ANIMANIACS: TEN PIN ALLEY	Asc Games	Summer '99	UK
★ ACCLAIM SPORTS SOCCER	Accliam	Summer '99	UK
★ EARTHWORM JIM 3D	Interplay	Summer '99	UK
★ HYPE: A TIME QUEST	Ubi Soft	Summer '99	UK
★ JEST	Infogrames	Summer '99	UK
★ MILO'S ASTRO LANES	Crave Entertainment	Summer '99	UK
★ RONALDO SOCCER	Infogrames	Summer '99	UK
★ RUGRATS	THQ	Summer '99	UK
★ WORLD DRIVER CHAMPIONSHIP	Boss Games	Summer '99	UK
★ BLUES BROTHERS 2000	Titus	Mid '99	UK
★ GAUNTLET LEGENDS	Telstar	Mid '99	UK
★ RE-VOLT	Acclaim	Mid '99	UK
★ WORMS ARMAGEDDON	Core	Mid '99	UK
★ TOCA: TOURING CAR	Codemasters	Mid '99	UK
B.A.S.S Fishing	Take 2	Autumn '99	US
Harvest Moon 64	Natsume	Autumn '99	US
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	Autumn '99	UK
Mario Golf	Nintendo	Autumn '99	US
Nuclear Strike	THQ	Autumn '99	US
Nomenquest	THQ	Autumn '99	US
Road Rash 64	THQ	Autumn '99	US
★ QUEST FOR CAMELOT	Titus	Autumn '99	UK
X-Men 3D	Activision	Autumn '99	US
★ BANJO-TOOIE	Rare	Winter '99	UK
★ F-18 SUPER HORNET	Titus	Winter '99	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	Late '99	UK
DeathKarz	GT Interactive	Late '99	US
★ LOONEY TUNES: SPACE RACE	Infogrames	2000 TBA	UK
★ DUCK DODGERS	Infogrames	2000 TBA	UK
★ LAST LEGION UX	Hudson Soft	TBA	UK
★ DRAGON SWORD	Interactive	TBA	UK
★ PUMA STREET SOCCER	Sunsoft	TBA	UK
★ RIDGE RACER 64	Namco	TBA	UK
WCW Nitro 64	THQ	TBA	US
Xena: Warrior Princess	Titus	TBA	US

Bubbling Under

Re-Volt



RC Racing has never looked this good. With a horde of minature motors to race and plenty of tracks this looks like a winner! The cars handle just like proper remote control racers and the graphics look stunning! This is going to be one of the hottest games of 1999

Forthcoming Attractions

Here be dragons...

Ogre Battle 3

Tactical sword swiping where you make sure you're side does the most hacking

Shadowgate 64

The original adventure game makes a welcome return

Up to four players take on monsters of all sizes

Gauntlet Legends

Dragon Sword

Awesome looking adventure where you tame the beasts

SOFTWARE HOUSE

LEAGUES

Where else can you get up to the minute info on all the games, all the scores, and the star performers each week on the N64 playing field? Nowhere else, that's where!

Overall Picture

Our resident Merlin (aka Noely) takes every game we've ever reviewed and tosses them all together in a big magic hat. A quick wave of his wand and some mystical mutterings later and out comes a tadaa! a white rabbit... and err no that's not right. Erm (tap, tap) mumble, mumble and...tadaa! Doh! Does anyone want some flowers? Oh well it always works when that Paul Daniels tries it. Look, it's magic okay, magicians never reveal their secrets. Anyway Noely conjures up 142 Gaming Tricks.

A taste test reveals:

41 Miraculous Miracles *(29% Excellent games)*
49 Goodly Spells *(34%)*
28 Middling Magic Tricks *(20%)*
24 Crap Con Tricks *(17%)*

64% Above Average 36% Below Average

What's it all about?

CAN'T figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro panel of experts and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

N64 PRO READER DREAM TEAM

by Mark Rogers

Hyrule World XI

MARK ROGERS dons the sheepskin this month and weaves his own blend of managerial magic with the Hyrule World XI. It's an All Star team made up of some of the finest players from Legend of Zelda: Ocarina of Time. Full marks for originality. The Deku Tree as a goalie, we like it. Though heaven help attackers when he punchs clear on corners. Anyway, if you think your team would play Mark's off the park, send it in along with a photo and next month you could walk off with the manager of the month award, not to mention a FREE Pro Crew Membership.

1 Great Deku Tree
Getting on a bit, but so huge he takes up the entire goal

2 Mido
Has a bit of a temper, but can be relied upon in the end

3 Owl
Knows the game inside out. Always offers a helping hand to new players

4 Ingo
A bit of a grumbler sometimes, but loyal and hardworking

5 Biggoron
This massive centre-half lets nothing get past him

6 Lord Jabu Jabu
Only plays for payment in advance, but a tower of strength

7 Sheik
Elegant and agile player. You never know where he'll pop up

8 Talon
Reliable midfielder, despite question marks over his workrate

9 Link
Star Player. Has matured quickly and always saves the day

10 Navi
This tiny forward has forged a deadly duo partnership with Link.

11 Hyrule Runner
Blistering pace. This boy always manages to get an extra second on you

12 Deku Tree Sprouts
A little green, but a future replacement for the Deku Tree between the sticks

13 Medigoron
Powerful yet fragile and prone to injury

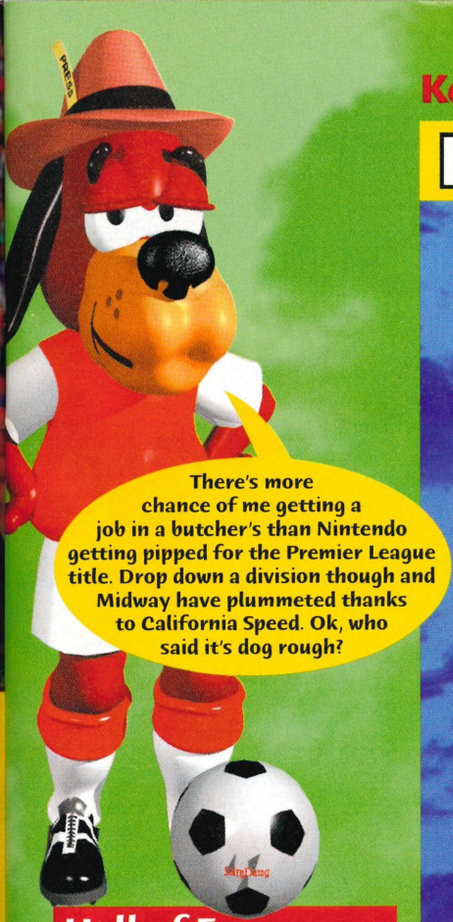
14 Ruto
Always in the thick of the action, but can get himself in trouble

15 Darunia
Strong and respected by many. Darunia is a great leader

16 King Zora
Great in his heyday, but a little overweight these days

Last Month's Results: Mystical Ninja 2 - Konami: 1pt All Star Baseball 2000 - Acclaim: 3pts Twisted Edge - Nintendo: 0pts California Speed - Midway: -2pts Triple Play 2000 - EA: 0pts

Key: **R** = Games Released **E** = Number of games rated excellent (3 points) **G** = Number of games rated good (1 point) **A** = Number of average games (0 points) **S** = Number of games rated shite (-2 points) **Pts** = Total number of points scored



N64 PRO PREMIER LEAGUE

	Publisher	R	E	G	A	S	Pts
1	▶ NINTENDO	28	14	9	2	3	45
2	▶ Acclaim	15	6	8	1	0	26
3	▶ Electronic Arts	10	5	1	3	1	14
4	▶ Infogrames	8	2	6	0	0	12
5	▶ Konami	12	3	4	4	1	11
6	▶ Rare	5	3	1	0	1	8
7	▶ Ubi Soft	4	0	3	1	0	3
8	▶ Activision	2	1	0	1	0	3
9	▶ Gremlin	1	1	0	0	0	3
10	▶ Codemasters	1	1	0	0	0	3
11	▶ Hasbro	1	1	0	0	0	3
12	▶ Namco	1	1	0	0	0	3
13	▶ Take 2	3	1	0	2	1	1

Smash Brothers – Nintendo

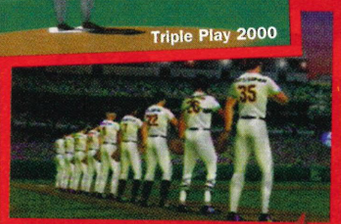
Castlevania – Konami

Mario Party – Nintendo

Hall of Fame

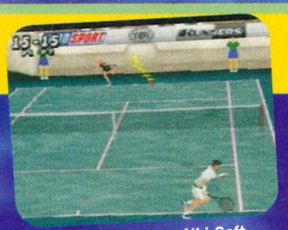
We've witnessed the Good, the Bad and the Ugly of American games this month. We've seen the good All Star Baseball 2000, the bad Triple Play 2000 and the just plain ugly California Speed. The lush looking graphics in ASB 2000 are even more stunning than ASB and consolidate Acclaim's position in 2nd place. Midway however, plummet to the mid table obscurity of Div 1 thanks to the abysmal California Speed.

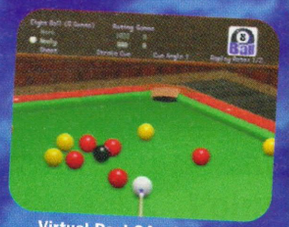
Triple Play 2000

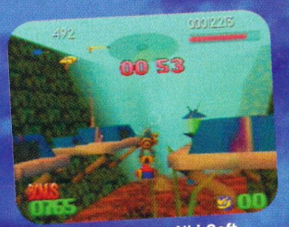

All Star Baseball 2000

N64 PRO LEAGUE DIVISION 1

	Publisher	R	E	G	A	S	Pts
1	▶ HUMAN	2	0	1	1	0	1
2	▶ Titus	2	0	1	1	0	1
3	▲ T&E Soft	1	0	1	0	0	1
4	▲ Crave	1	0	1	0	0	1
5	▲ Culture Brain	1	0	1	0	0	1
6	▲ Hudson	7	1	1	3	2	0
7	▲ THQ	5	0	2	2	1	0
8	▲ Seta	1	0	0	1	0	0
9	▼ Midway	2	0	1	0	1	-1
10	▶ Bottom Up	2	0	1	0	1	-1
11	▶ GT Interactive	20	1	7	6	6	-2
12	▶ Ascii	1	0	0	0	1	-2
13	▶ Video System	1	0	0	0	1	-2
14	▶ Athena	1	0	0	0	1	-2
15	▶ Banpresto	1	0	0	0	1	-2
16	▶ Interplay	3	0	1	0	2	-3


All Star Tennis – Ubi Soft


Virtual Pool 64 – Interplay


Buck Bumble – Ubi Soft

Nightmare Creatures – Activision

Legend Of Zelda: Ocarina Of Time Nintendo

STAR PLAYER

Zelda is beginning to dominate the rest of the field. We've toyed with nominating another star player, but in truth, even among such glittering N64 superstars none can manage to maintain such a high standard of play as the Linkster, as we like to call him.

Still the greatest game on the N64

Note: Where two or more publishers' points totals are the same, the number of games released is used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

REVIEWS

P32 Duke Nukem: Zero Hour

The Duke's time has come. He stands no messing in this month's fab game! Duke rules!

24

Star Wars Racer
Poddy!

32

Duke Nukem: Zero Hour
Bloody!

The Reviewers...

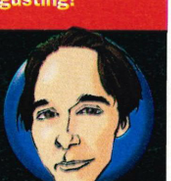
Steve I've been playing catch up this month and filling my hours with last issue's treat – All Star Baseball 2000. I did spend far too long with Super Breakout on the GBC though, and did more than my share of 'getting some' on Zero Hour as well...

Noely Mark's been on a killing spree, gunning down all in his path on Duke and threatening to massacre anyone who touches his joypad, so I didn't get to play it much. Sob! Still, at least I didn't have to review Rampage

Mark Zero Hour grabbed me by the throat this month and I just couldn't get enough of Duke Nukem's blasting action! The only game with enough power to beat the Duke is Star Wars Racer! The force of the N64 is strong with this one young Jedi!

Lewis While everyone's been busy at the piggy spit-roast this month with Duke Nukem, I've been mesmerised by the high speed action in Star Wars Racer – it's brill! I've also taken a dislike to the ugly beasts in Rampage: Ralph, Lizzie, Noely and George – they're disgusting!

Paul I'm one step behind everyone as usual this month so, when not tearing my hair out with the frustrations of Bust-A-Move '99, have been been sliding into first base with All Star Baseball 2000. I'm so backwards I'll be playing SNES games next month!



James Rampage really got my goat this month, so I handed it to Duke Nukem – and the muscle-bound dude wasted no time in thrashing it about a bit. Shame that, I wanted the ropey Rampage cart smashing to pieces, not the poor bleating Billie. Then again, that doesn't sound so bad!

P44 Rampage Universal Tour

George, Lizzy and Ralph are back for more monster fun. But will they get another taste of their own medicine and get savaged again?

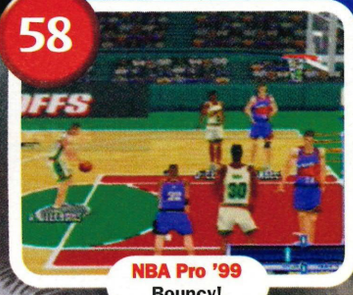
40

Bust-A-Move '99
Bubbly!

44

Rampage Universal Tour
Bashy!

58



NBA Pro '99
Bouncy!

The Scores...

THE Sore Thumb Award is given only to games that you'd happily kill your granny for. GoldenEye 007, Mario 64, 1080 Snowboarding and of course Zelda are all 'Sore Thumbers'

100 -90	**ANY game scoring 90 or over is a must buy – a worthy addition to your N64 collection regardless of what type of games you like. Get one o' these and you'll be buzzin' for months!**
89 -80	**GAMES getting an 80+ score are well worth considering, but aren't the leaders of the pack. FIFA 98 is a good example of this – a good footballer in its own right, but not world class**
79 -50	**THE idea's there, but it just hasn't come across when the game's got into its box and onto the shelf, which is basically where it should be left. Only worth a look if it's been reduced in price!**
49 -0	**WHERE the scabby dogs live. Go near a game scoring under 50 and you're most likely gonna end up with some 'orrible fungal disease spreading all over your body. Like the lurgy**

The Low Down...

Why...
Tells you exactly what we think of each game

Breakdown
Graphics How it looks and have the awesome capabilities have been pushed to the max?

Sound Can you stand to listen to it for more than five minutes or is it something your Grandad would tap his arthritic toes to?

Gameplay Is it good fun or what? Will you be playing it when you should be at school or tossing it aside like a pair of Tesco trainers?

Lastability How long will it last? Will it be a GoldenEye, or a Clayfighter where you'll finish it in five minutes?

Why not try?
Is there anything like it? If so, what is it?

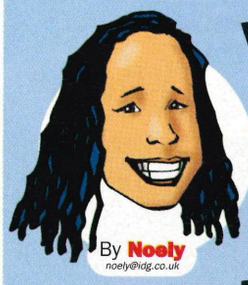
Other views
Where the rest of the N64 Pros stick their oars in and one of you readers gets a go at reviewing a game

League Points
Check page 20 to see how your favourite software house is doing in our highly acclaimed League Table of N64 publishers!

Turn the page NOW for this month's reviews

American Release

Wanna be Force-fed speed till your pods start bursting?



By Nooly
noely@idg.co.uk

Welcome to Pod Racing! A rocket-fuelled, Star Wars style, futuristic chariot race that moves at speeds that would give even Linford Christie a nose bleed!

DON'T PANIC!

HANDS up who's going to see the new Star Wars film. Hmm... lots of hands. Now let's see 1, 2, 3...wow all of you. Right then, I'm afraid I'm about to spoil things by revealing loads of details about the forthcoming film, so those who don't want to know should leave now. (Stampede noises). Err...no, hang on, you can't all go! Come back! I won't spoil it I promise. Happy now? Good, let's get on with the review then.

Star Wars: Episode

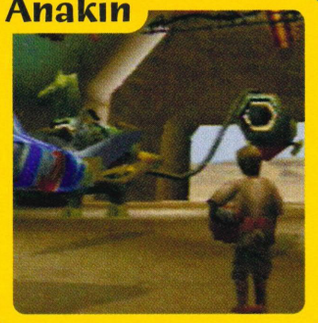
EXCLUSIVE! WORLD'S 1ST REVIEW!

All images are the copyright of Lucas Films

Alien Race-rs

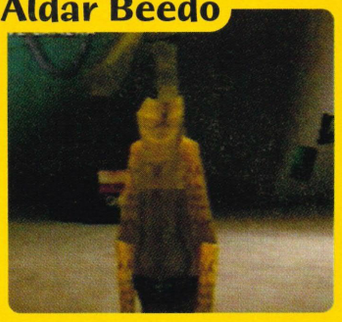
The names Bozzie Baranta, Sebulba, Dud Bolt and Clegg Holdfast may not sound like household names at the moment, but just wait until you see the film and then they'll be almost as familiar to you as Bobba Fett, Han Solo, C-3PO and Noely – ahem.

Anakin



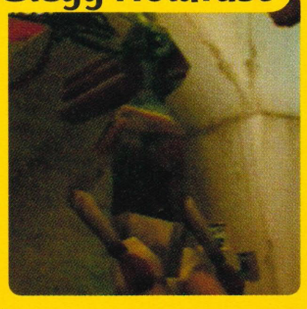
Anakin Skywalker. The young Darth Vader is the only human in the Pod Race, but is already proving that the force runs strongly in his family

Aldar Beedo



Aldar comes from a long line of Beedo's descendants from an ancient giraffe-like species. His long neck is restrictive in the cockpit but at least he can lick his own

Clegg Holdfast



Clegg or Cleggy to his friends, of which he has none. The Holdfast refers to his racing style. He'll stick to you like glue

Dud Bolt

The elephant headed Dud Bolt does his John Merrick impression "I am not an animal, (Slurp!) I'm an alien"

©LUCASFILM LTD. www.starwars.com

I'm not really sure that grey is my colour. I think I prefer black...perhaps when I'm older?

SORE THUMB AWARD WINNER

I Racer

THE PLACE is Tattooine and the searing heat from the planet's twin suns threatens to bake the competitors in the tiny cockpits of their futuristic chariots.

On your marks...

The Boonta Eve Classic Race, an annual tournament hosted by Jabba the Hut, is under way. It's a race that regularly attracts the most fearless pod racers in the galaxy. The level of skill and concentration required ensuring that only the smallest, most fearless, and most multi-limbed creatures usually compete.

But for the first time ever an upstart human, and a young boy at that, is taking part, and what's more he's showing a fair amount of ability despite having only two hands and the one pair of eyes. His name is Anakin Skywalker, though he will soon acquire another more formidable title... (snip, you promised not to Noely! – Lewis).

Okay, okay, so without giving away too much, what the hell's a pod? (And don't give me any of that beans and peas rubbish! – Lewis) Well, think of a Roman Chariot with jet engines instead of horses and a futuristic hovering cockpit (or pod) in place of the two-wheeled carriage.

"Pod Racing... faster than a cheetah with a lightsabre up its butt..."

Now add a sprinkling of aliens, some huge tortuous tracks and speeds in excess of 600mph and you have Pod Racing, a sport that's faster than a Cheetah with a light sabre up its butt and about ten times more dangerous.

If Charlton Heston had piloted one of these babies in the film, Ben Hur, the infamous chariot sequence would have taken all of five seconds and ended in a mess of horse buttocks, hooves and manure-crusted sandals!

Get set...

First impressions? It's Wipeout 64 isn't it? The hovery, floaty craft, the futuristic settings and even the air braking system! But trust me, this ain't no washed-up, marigold wearing, Wipeout wannabe.

First, the blinding pace leaves Wipeout 64 for dust, the pod bombing along at trouser-browning speeds. ▶

Star Wars: Episode 1 Racer

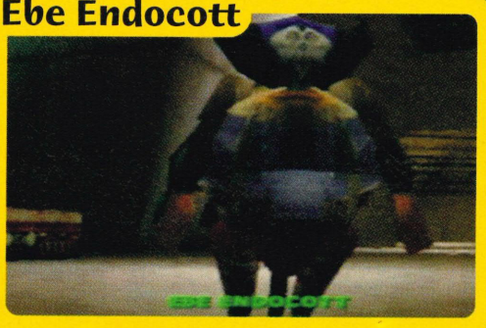
Sebulba

The undisputed master of pod racing (until you show up). He will use every trick in the book to wreck your race, including sabotaging your pod in the film

Fud Sang

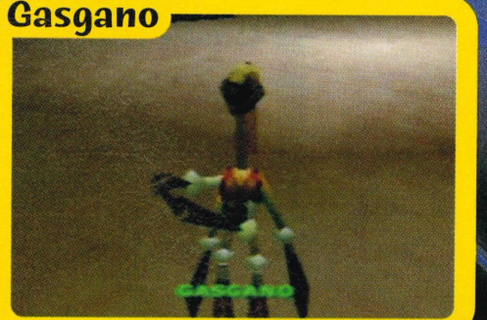
Neither you, I nor Fud Sang's mother know exactly what he is so answers on a postcard please to Bastard Mutant Child compo at the usual address

Ebe Endocott



This portly pod pilot has a ludicrously large head 'like Jim' and a reptilian tail..er not like Jim

Gasgano



This tall, thin pale six-limbed alien has a huge long neck and a spare set of arms. And when it comes to pod racing they prove extremely handy (Ha, handy geddit?)

Your craft's slow to begin with (upgrades coming as you progress), but even during the early stages, your pod shifts like one of Scoop's poop's down a well oiled chute.

Holy sweet...

Then, as if your pod wasn't fast enough already, there's also a turbo boost! Charge this up while racing and let it rip on the straights to hit speeds that'd make Jar Jar Binks' ears stand-on-end. Who's Jar Jar? Well he's the (snip - just stop it you pathetic plot pooper you - Lewis). So make sure you're strapped into your seat otherwise the ludicrous G-Forces is likely to snap your neck - and if it doesn't, then the almost innevitable collision with a trackside wall definitely will!

The twin engines provide the pulling power for your pod and the original design means that it moves in a completely unique yet believable way. Imagine clinging on to the tail of a pair of greyhounds with their arses on fire and you'll have some idea of what a hair-raising and sphincter-tightening experience a pod ride is.

The back end (where the cockpit is) swings out to either side when on bends, as you career around corners, 'ton' through tunnels, skim over sand dunes and catapult over cliffs. You'll laugh, you'll whimper, you'll puke!

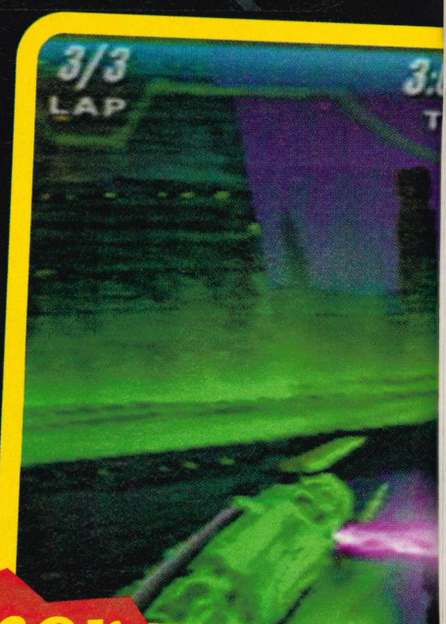
Arrrghhh!!!

It's a good job your pod handles so well or the tracks, the most tortuous anywhere in the cosmos, each more stunning than the next, will turn you into a washed-up stinking carcass on the shores of Aquilaris.

Nooo waaaay!!!

In the film (I'm watching you Noely – Lewis), the pod race takes place on Tattoine, but the game gives you no less than 20 tracks set on eight different planets. From the frozen wastes of Ando Prime, with it's icy lakes and snowfields, to the asteroid set Oovo VI, a penal colony featuring dark foreboding caves and zero gravity tunnels, all are varied, beautifully realised and fully in keeping with the film.

Initially, you can race as any one of eight characters (with others becoming available as you progress). Each of the characters has their own distinctive pod, each with its own



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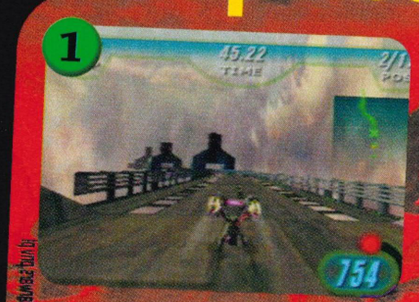
Episode I: Crasher



I like driving my dad's pod. It's not quite a Queegon Hot Rod

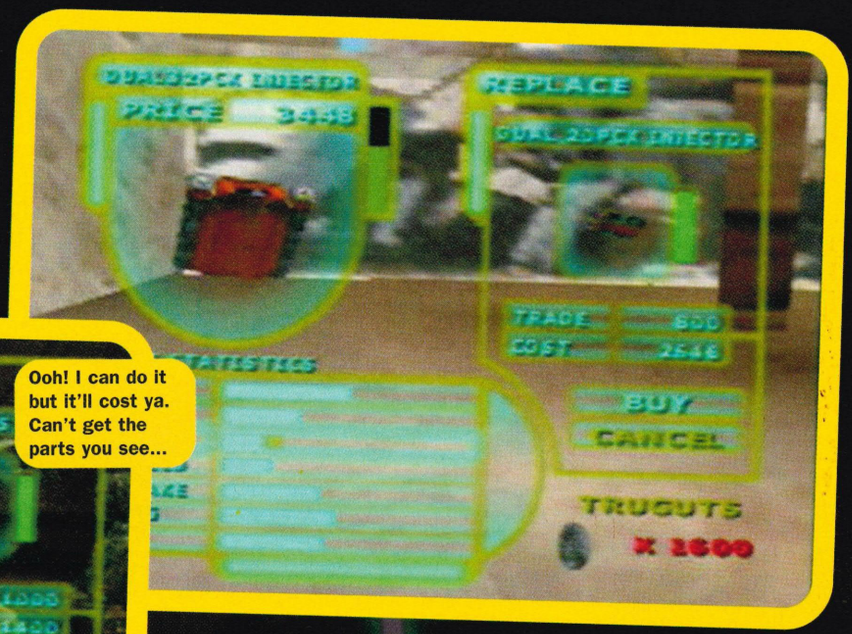
What? Oh don't panic I'm an excellent driver. Besides Dad'll never know

Oops, I appear to have tickled this barrier. Perhaps it's just a scratch

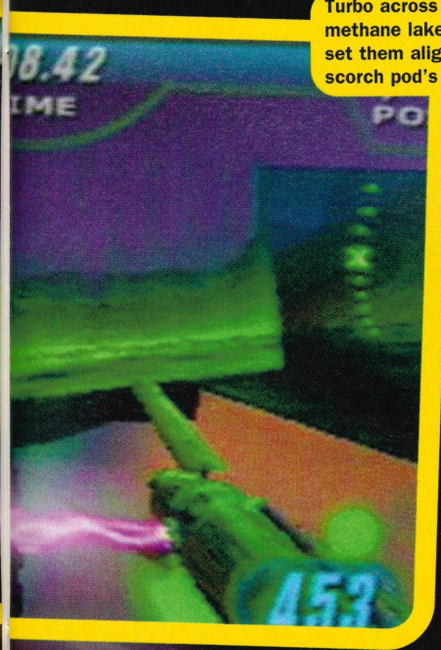
"What a hair-raising, sphincter-tightening experience a pod race is!"

Tip-Xtra

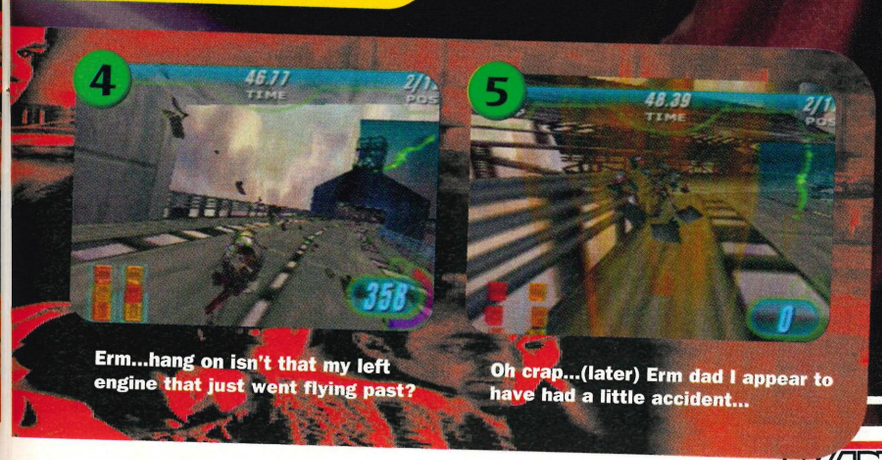
In Tournament mode the game lets you alter the race purse (ie how the prize money is divided up). So, for example, if you fancy your chances of winning the race, set the prize money to 'Winner Takes All'. It's a gamble, but if it pays off you'll be in the money



Ooh! I can do it but it'll cost ya. Can't get the parts you see...



Turbo across these methane lakes to set them alight and scorch pod's behind



Erm...hang on isn't that my left engine that just went flying past?

Oh crap...(later) Erm dad I appear to have had a little accident...

Is the force with you today Qui Gon?

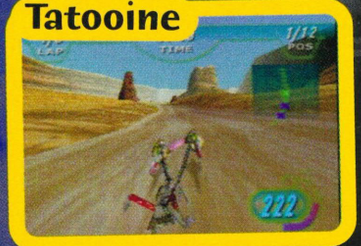
Dunno about the force, but the battery in my lightsabre's running low

Star Wars: Episode 1 Racer

Planets

The 20 courses take place on eight worlds with some planets having up to three different variations of the same track 'a la' Ridge Racer

Tatooine



Jabba hosts the first race at Anakin's (and later Luke's) desert homeworld

Mon Gazza

This bridge filled track is set amid the orange glow of Mon Gazza

Ando Prime

This arctic track has icy frozen lakes and bright white snowy slopes

Aquilaris

A water covered planet full of underwater tunnels and caves

The purple Mag Beam is an energy beam that links your jet engines together

unique starting traits and handling characteristics: top speeds, different sizes, lengths and weights.

During races, you'll hear more babbling banter than a night at a Jawa disco. Characters make loads of in-race comments, encouragements and taunts while rival pilots jabber on in 'Huttese' as they pass you by. Tip-X speaks it fluently, but for the rest of us 'manbeings', about the only thing you'll understand is when they flick you the middle digit of their nine-fingered hand.

Shiftyou hoolaa!

Whatever they're saying, it all adds to the atmosphere of the game, already impressively staged by meaty sound effects which differ according to your terrain. The throaty roar of your opponent's turbine engines as they speed past you is frightening; as is the echoing spookiness of the anti-grav tunnels; the ghostly rushing as you skim across sand dunes, and then there are the mighty crashes and clanks as you careen through caverns and hurtle over hills.

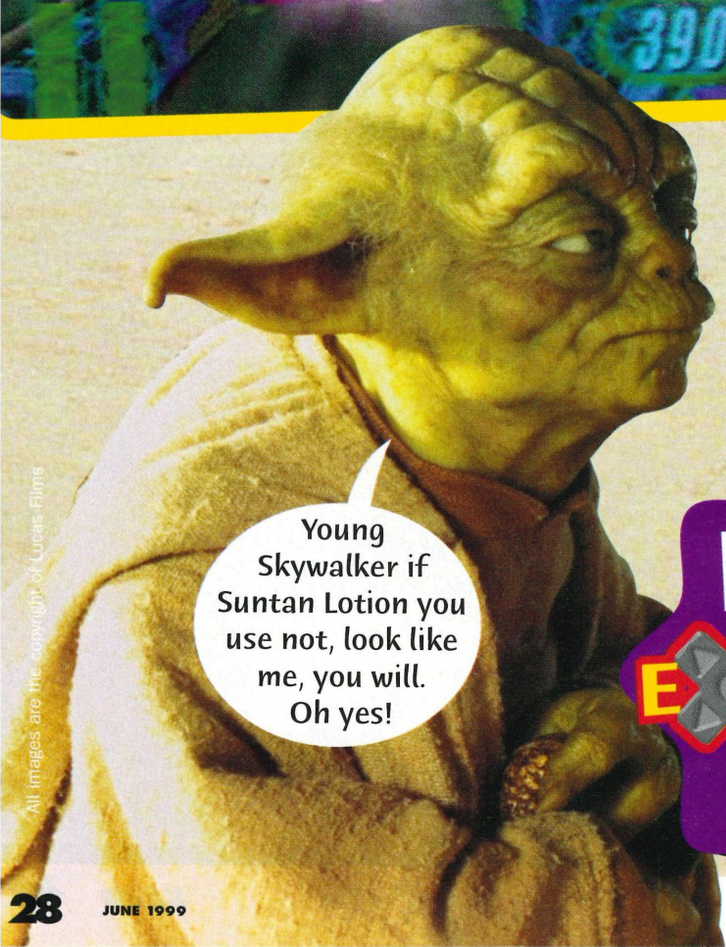
In between races there's a smart pit section that lets you spend your 'Truguts' (prize money earned in races) on upgrading your pod. Watto, "You try - you buy!" runs the parts shop (and scrapyard) and when he's not grumbling about window-shoppers, he can - at a price - supply you with anything from faster engines, new fins, engine coolants and those all-important repair droids. The last two being vital, since this pod racing is a tricky business!

As well as tackling the tough terrain you'll need to keep an eye on your pod management system. Sub-standard engine parts, crashes and collisions with opponents, as well as overuse of the turbo, can all result in your engine blowing up. So at times you'll need to take things steady. But that's easier said than done when you've got your arch nemesis, and champion Pod racer, Sebulba, on your tail. And of course there's vital Truguts, not to mention your reputation, at stake.

The onboard 'in-flight' repair system is a master stroke that lets you fix your ship 'on-the-fly.'And with some of these huge courses taking up to 10 mins to complete a three lap race, it's easy to see why mere mortals with just the one pair of arms and eyes rarely fare well at pod racing (that explains why you and Tip-X did so well at it Noely - Lewis).

Use the noooo!!!

Inevitably, concentration, and of course, help from 'the force' is required if you're to battle through and win the game's various



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N64 PRO EXCLUSIVE! REVIEW

Ow! my

Droid - Sir, I really think you should have invested in one of those new engine coolants Watto recommended

Malastare

The dark and starry night sky of Malastare is a scary speed rush

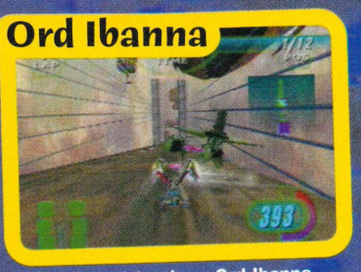
Oovo VI

A dark and foreboding track set in a penal colony on an asteroid

Baroonda

The rain buckets down in this stormy seriously soggy ancient city

Ord Ibanna

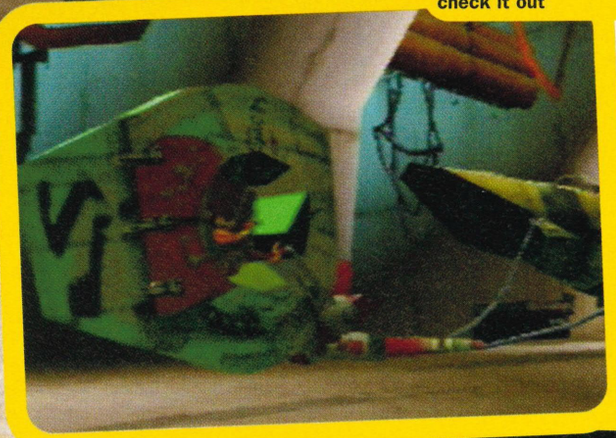


The sky set track on Ord Ibanna resemble a huge suspension bridge

Speed Garage

"Would you like your pod nuts tightening Mr Skywalker?" Err no thank's I'll pass

The hangar lets you have a 'virtual' walk around your ship to check it out



"You'll hear more babbling banter than a night at a Jawa Disco"

Tip-Xtra

Be sure to lash some cash on your full quota of repair bots as soon as possible. They're invaluable for keeping your pod parts in good working order. Don't forget also that you can repair your pod mid-flight by pressing R Button

...od's are on fire

It's just a blag I reckon. Engine Coolant indeed. (Droid - Erm Anakin...I think we have a problem)

Droid - Err Mr Skywalker sir perhaps we should slow down a tad, we appear to be overheating.

Droid - May I suggest we pull over as soon as possible? Our engine appears to be on fire

Star Wars: Episode 1 Racer

Split Scream Mode

2 player races can have anything up to 6 opposition pod racers in the race

All images are the copyright of Lucas Films

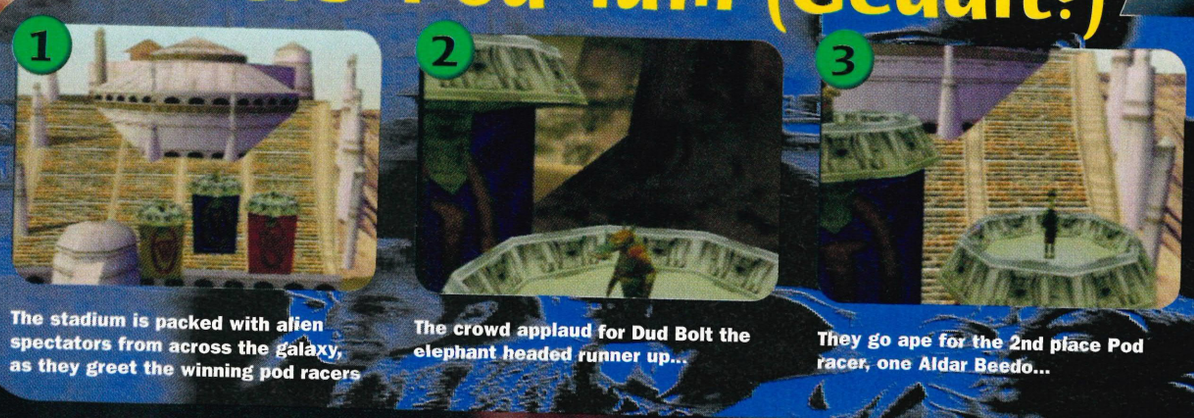
tournaments. In addition to the taxing tournament mode there's a lightening quick time attack, and a slightly slower two player mode, with reduced frame rates (though given the amount of scenery in the game it's still bloody quick!).

I'm struggling to find fault with this awesome Racer. Whereas Wipeout and even F-Zero X was a background scenery pop-up festival, built by an army of backstage, behind schedule builders, Episode I throws the most visually stunning scenery and roadside constructions at you, only for them to disappear again in the blink of a watering eye. It's the stuff of Star Wars fans' and racing freaks' wet dreams. A true winner!

High in the viewing gallery a huge, slug-like colossus of a creature watches with soulless eyes that betray little emotion, except for the nervous tongue flicking back and forth within a huge cavernous maw. Is it Jabba The Hut? No, it's Lewis and he's clearly not amused. I've given away the plot once too often and been cast in the Sarlacc pit until July 16th. I think they're going to release me after the film comes out... at least that's what they promised... ●

"Is it Jabba the Hut? No it's Lewis and he's clearly not amused"

Winners 'Pod' ium (Geddit?)



The stadium is packed with alien spectators from across the galaxy, as they greet the winning pod racers

The crowd applaud for Dud Bolt the elephant headed runner up...

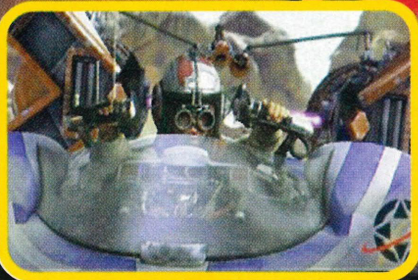
They go ape for the 2nd place Pod racer, one Aldar Beedo...

Tip-Xtra

A racing game wouldn't be a racing game if it didn't feature the 'good old' Turbo Start. And this Racer is no exception. Press the accelerate button just as the commentator yells 1 to get a flying start.

Even Better than the real thing?

If there are any doubters sceptical about how close to the in movie sequences the game actually looks, then check these babies out. Pretty close if you ask us



ANAKIN'S POD - FILM
Those magnificent men in their flying machines...

ANAKIN'S POD - GAME
...they go up tiddly up up, they go down tiddly down down.

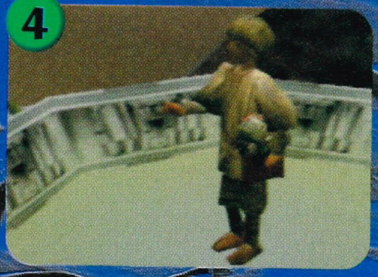
IN POD VIEW - FILM
The dramatic pod race sequence takes place on planet Tattooine

IN POD VIEW - GAME
Check out the multi-textured rock formations as they speed by

Watto's Shop - Film
In the film it's full of numerous C3PO' like Droids and pod parts

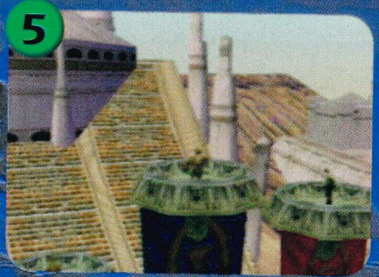
Watto's Shop - Game
Check out the partially built C3PO droid on the floor

4



The winner though, to everyone's astonishment, is an upstart human boy named Skywalker.

5



High in the stands, a huge slug-like colossus of a creature watches with soulless eyes. Jabba is not amused

It's Got... 93%

SOFTWARE HOUSE LEAGUE 3 pts

Why...

I've seen the future and despite what that baldy bloke on the adverts may claim, it's not egg-shaped. It's blisteringly fast, dangerously exciting and definitely pod-shaped. A super-sonic, Jedi Master of a racer that hurtles past N64 high fliers and leaves 'Dark Side' Playstation racers trailing in it's wake. The force is truly strong in this one! Noely

Breakdown...

GRAPHICS Super slick animations and superlative scenery rush by as you race 9/10

SOUND It may not have the souped-up stereo of Rogue Squadron but it still sounds cool 8/10

GAMEPLAY Pod tighteningly exciting racing thrills at phenomenally obscence speeds 9/10

LASTABILITY Lacks a four player mode, otherwise enough to keep solo players happy for ages 8/10

Why not try...

Star Wars: Rogue Squadron - LucasArts
If you like your Star Wars fliers a little more on the trigger happy side, give this a bash

Other Views...

LEWIS The greatest eye-sizzling racer game you'll play this side of Tatooine! You've just got to own this game!

MARK Bigger than Jabba's butt and totally adictive. Star Wars meets the best racing game ever made. Amazing!

STEVE I'm not one for racing games but this is a rare treat! This pushes the N64 further than we ever thought possible

READER REVIEW Looks, sounds and smells like Star Wars and plays so fast you'll need oxygen – B Darra, Newcastle

● Publisher Nintendo ● Contact 01703 653377 ● Release Date July ● Max. Players 2 ● Price £40 ● SAVES To cart

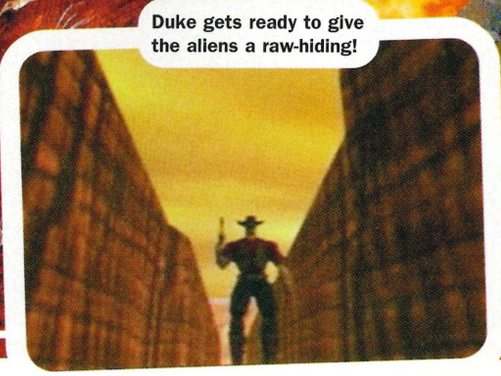
British Release

The Grand Old Duke of Nukem, he had ten thousand men. He marched them

Duke Nukem: Zero H

By Mark
markh@idg.co.uk

...and butchered all of them. And when they were up they were up. And when they were down they were down. And when they were only halfway up, he stomped down on their heads!



Duke gets ready to give the aliens a raw-hiding!

Hour

"Duke causes more damage than a bull driving a monster truck through a china shop!"

CAN DUKE Nukem kick ass? You might as well ask if bears use the woods as a permanent portaloo or if the PlayStation is well past its sell-by date! Of course he kicks ass, that's what he does best! And this time around he's doing it bigger and better than ever.

Double-barrel

The Duke is famous for two things: massive guns and an ▶

REVIEW

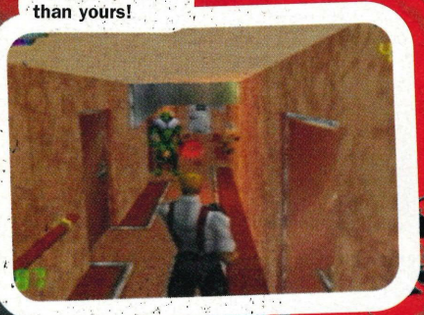
Duke Nukem: Zero Hour

oversized gob! In his latest instalment both go into overdrive as Duke causes more damage than a bull driving a monster truck through a china shop and mouths-off more than Ruby Wax in the finals of a shouting contest. It's a brilliantly executed shooter that'll leave you in stitches, callipers and crutches.

Got a match?

There are some pretty storming shooters on the N64, but Duke Nukem's sense of humour has always set it apart. There's nothing finer than blowing an alien's head clean off with a shotgun and hearing The Duke say: "your face, your ass – what's the difference?" Turok 2 may have plenty of blood but only the Duke shouts "whoooa momma" when it splatters all across the screen in sick fashion!

My gun's bigger than yours!



Hot 'n' spicy

It's not just the speech that's funny either. Take a good look around and you'll find the game littered with sly comments. From the poster advertising Bolok: Dinosaur Hunter to the Spice Girls look-a-likes on sale in a shop window (going cheap!). Zero Hour is full of neat little twists that make you smile every time you turn a corner. It's this sense of outrageous humour that pokes fun at eveyone from Bill Clinton to Nintendo themselves that gives Duke Nukem the edge. Playing this game is like watching an episode of The Simpsons straight after an hour long Waltons special (and you'll laugh just as much).

"There's nothing finer than blowing alien heads off with a shotgun"

That's deep, baby

Previous Duke Nukem games have never been strong on the plot front (the previous story was aliens steal girls – Duke kills aliens). But this time around it's not that bad. The bird-nicking aliens are back in town, only this time they're messing around with time! As the story unfolds Duke has to work his way through four different time zones: present day New York, post-apocalypse New York, the Wild West and Victorian England. There's plenty of cut-scenes and for the first time in a Duke game you're genuinely interested to see the story unfold in-between blowing the limbs off of the bad guys.

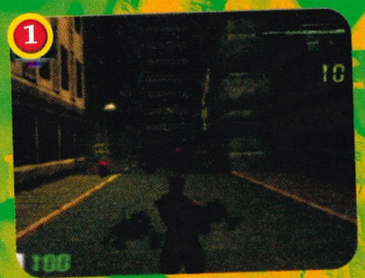
"Makes Lara Croft look like an old biddy with a zimmerframe"

The game has taken a sharp turn ▶

Tip-Xtra

Water is dead useful in this game. Make sure you shoot fire-hydrants and water-troughs. When they burst, run up to the splashing stuff and start tapping B. Every time you hit the green button you'll get one point of energy!

Sharp Shooter



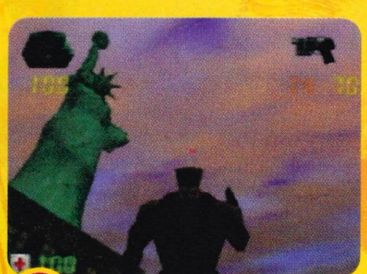
1 Keep and eye open for bad guys lurking about in the distance

2 Whip out your sniper rifle and get ready to slay some alien

Timewalk

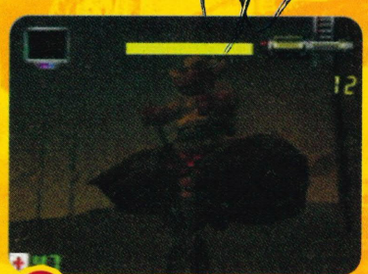
Your trip through time will take you to many famous places. But whether you're in New York or the Wild West, you'd better find time to kill...

Level 1 Mean Streets - the start of the killing spree is in New York

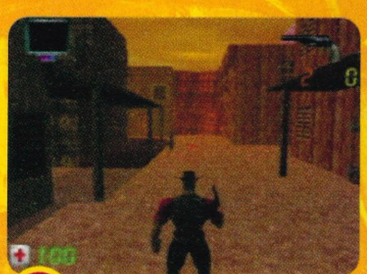


Level 2 Liberty or Death - head down under the statue to get the scum

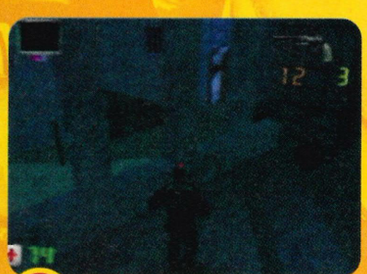
Level 5 Under Siege - you'd better be careful of the snipers around here



Level 6 Boss Hog - this big pig-tank needs a good roasting. Get the grenades



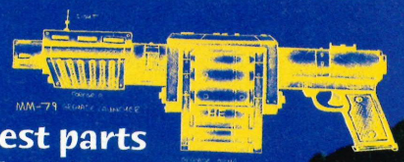
Level 7 Dry Town - by order of Ted Ninto (Nintendo?) No booze on the N64



Level 8 Jail Break - bust outta jail if you want to keep up the killing

Boom sticks

Line 'em up and mow 'em down! One of the hardest parts of this game is deciding which big alien-killing piece of harware to use

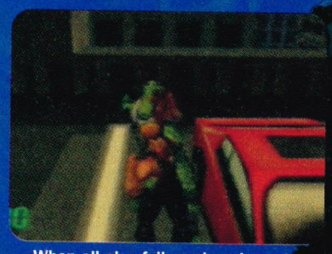


Use the three levels of zoom to home in on the unlucky fella!

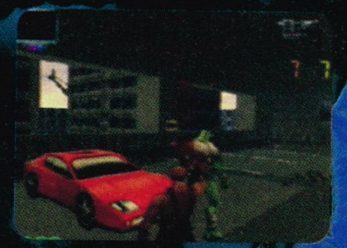
With careful aim he'll be headless and won't even know what hit him

Having shoved his cue sideways up a piggy, Duke's left playing pretend pool

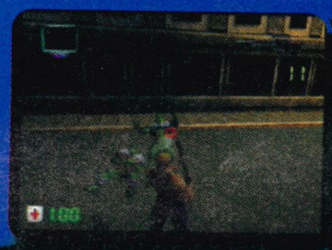
It's about as subtle as a nurse shouting "And this one goes up your butt!"



When all else fails and you're out of bullets, give them a good fisting

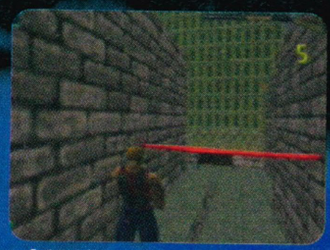


The Blaster is your bog-standard alien head-splitter. Dull but effective

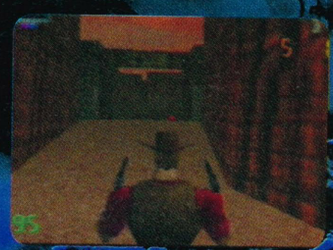


The Shotgun is your friend. Blows holes in 'em the size of a football!

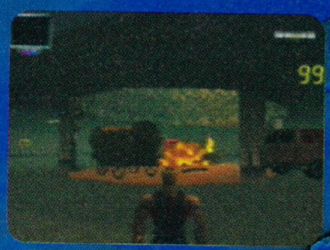
A Sniper can kill with one bullet! But ammo is in short supply



Set a trip bomb on a wall and lure the aliens to their doom!



The Peacekeeper .45 is slow but very strong. Good if you've got two

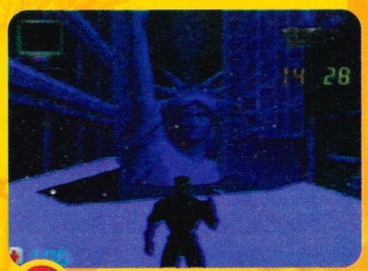


Throw a Pipebomb and press the B button to blow it up

Throw the dynamite, but make sure you're not around when it goes off

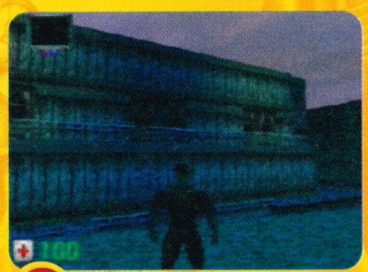
The Bomb is like the dynamite. Be careful of it bouncing back at you!

The sawn off shotgun fires two shots at once. Deadly stuff!



Level 3 Nukelear Winter - it's a grim future when the aliens take over

Level 4 Fallout - watch the skies as the alien technology gets better



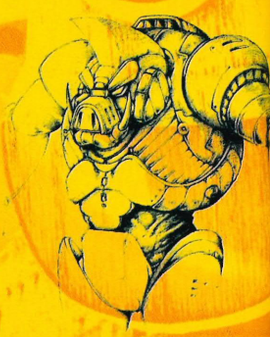
Level 9 Up Ship Creek - that's where the bad guys are when you go aboard

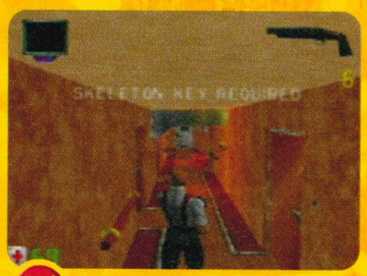
Level 10 Fort Roswell - where all the aliens hang out! Send 'em packing

Duke Nukem: Zero Hour

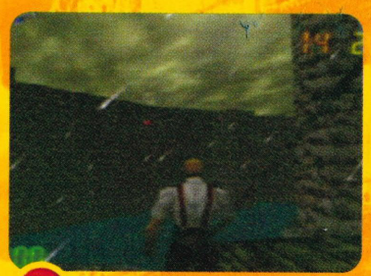
Roaming

Welcome back to the happy hunting ground for the last 10 levels. These will tax you more than a scally mugger armed with a machete



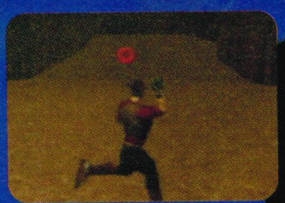


Level 15 Hydrogen Bomb - explosive airships and Duke don't get on

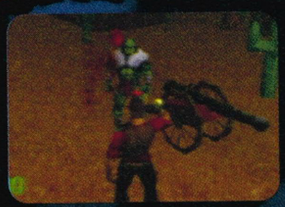


Level 16 The Rack - your home is a castle and the invaders need killing

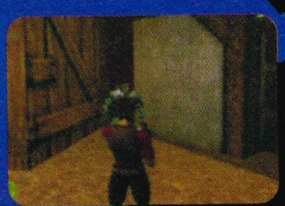
More bangers



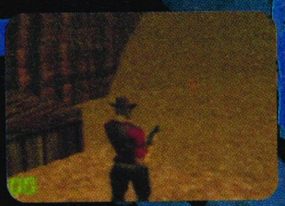
Sawn off shotguns are great for smoking bad guys



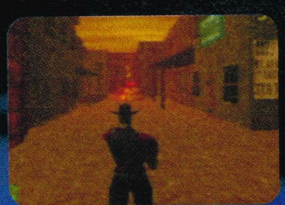
The SMG is perfect for rapid death. Runs out fast though



The Gatling is the perfect death sprayer. Big and bad



Watch as Duke spins the rifle round. It knocks 'em for six



The Grenade Launcher has the big boom you need to win

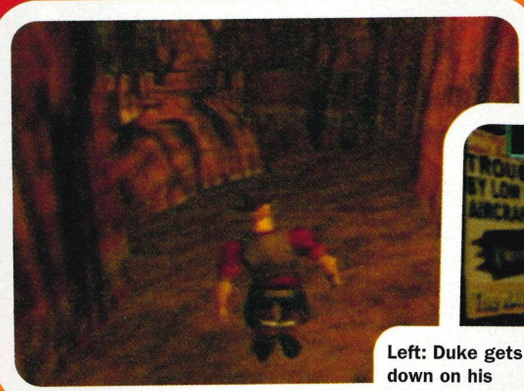
Use the Radium Launcher to make them choke to death

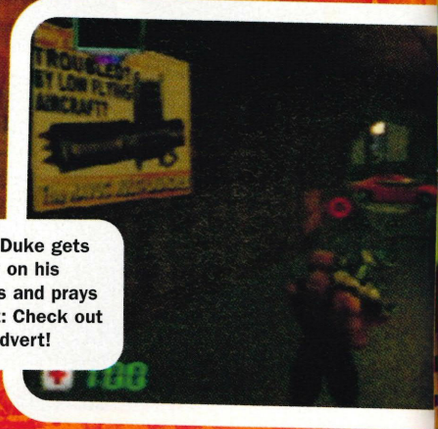
The Freezethrower is perfect for shattering the bad guys

The Transepulse wacks multiple enemies at once

Kill three aliens with one attack of the Triple Launcher

Grab 'em and zap 'em! Just don't try it underwater





Left: Duke gets down on his knees and prays
Right: Check out the advert!

in style as well. Older Duke games were 3D shooters made in the same cast as GoldenEye (where you see the world through Duke's eyes).

Tesco's Raider

This time round you see Duke Nukem's massive bulk running around in front of you (in Tomb Raider-style). We were worried that this viewpoint would be really awkward to use, but it's been done with such skill that it makes Tomb Raider look like an old-biddy hobbling around Tesco's with a zimmerframe (which, let's face it... she is these days).

The best thing in Zero Hour is the camera system. When Duke runs up against a wall the camera zooms in behind him and he fades

Duke the Ripper

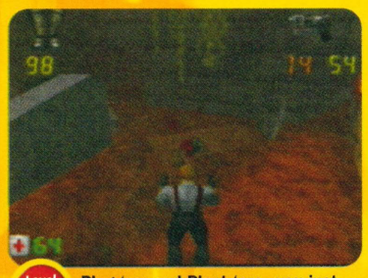
1 Duke hears a scream but finds the the babe already dead...

2 which is gonna cause a problem for the man with the knife...

Level 11 Probing the Depths - ride a minecart and shoot the scum

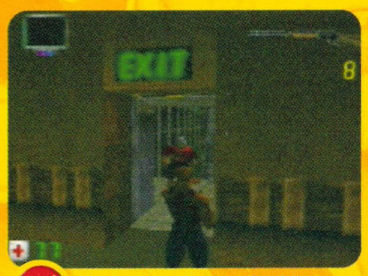
Level 12 Cyborg Scorpion - death on six legs. You'll need a big gun

Level 13 The Whitechapel Killings - make a date with Jack the Ripper



Level 14 Plug 'em and Plant 'em - you just can't keep a dead guy down

Level 17 Brainstorm - you need to take out the brains behind the dumb aliens



Level 18 The Brothers Nukem - hey! If you can't kill yourself, who can you kill?

Level 19 Alien Mother - take this mothership to the cleaners

Level 20 Zero Hour - harder than a stone sarnie! Good luck with the boss

Tip-Xtra

There are plenty of ways to get your energy back! Try going to the toilet for instance or picking up the bog roll and you'll find your relief turns into extra health. Better yet, save the captured babes to get energy and extra points!

out so you can see through his bulky frame.

Kills on film

There's no awkward camera angles in this game and you can constantly see what's running around in front of The Duke oversized gun. So you never have to spend time trying to sort out the viewpoint and can concentrate on the main business of filling those alien scum-bags full of hot lead.

Duke Nukem looks harder than a

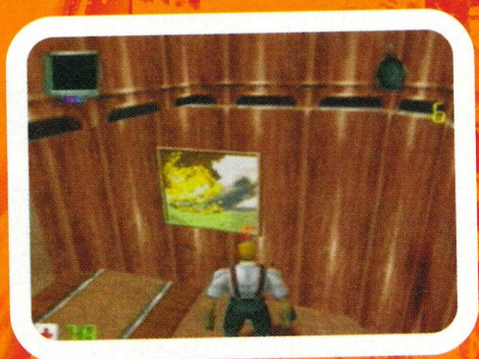
brick wall doing press-ups on its knuckles and there's something satisfying about having him running around on screen. Although he's looking smart, it's the levels that really take your breath away.

Buffy lovely

From the mile-high skyscrapers of New York to the underground sewers of Victorian England the landscapes look better than a blind date with Buffy (in the buff no less!) The attention to detail is fantastic and you really try to get through each level, just to see what comes next! Even without a hi-res pak this game looks astounding but slot in that extra memory for an amazingly real visual treat.

> "Better than a blind date with Buffy (in the buff no less!)"

Of course, it wouldn't be a Duke Nukem game without a ridiculously large selection of Earth shattering weaponry. Zero Hour has the lot: pistols, machine guns, shotguns, grenade launchers and a whole host of other alien splattering firearms. My personal favourite is the gas launcher that fires a pod of foul green tear-gas to make the aliens cough themselves to death (nice!). But whatever your tastes in alien annihilation you'll find them catered for in this game. It even ▶



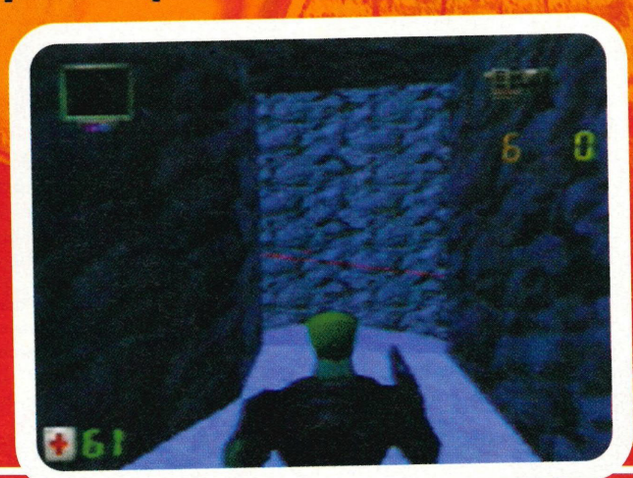
> "He looks harder than a brick wall doing press-ups"

3

4

Jack's only good at fighting girls! Duke's more than he can handle...

and he ends up on the floor with lots of the red stuff leaking!



REVIEW

Duke Nukem: Zero Hour

has the best sniper gun to be found in any shooter. With three levels of zoom it flicks between long and short range quickly and efficiently and you only need one shot to take out an alien, making sniping an incredibly fun way of picking off the bad guys.

The only niggle I have with Zero Hour (and I wouldn't dare say it to Duke's face) is that it'd be nice if you could save your game more often. You only get to save after you've finished a level and if Duke takes a pummeling then you have to restart the level from scratch. Scoop howled along with me when I got killed just before the end of level for the 20th time. But at least there's no hour long search for the save point like in Turok 2 and it

"The wacked-out humour in Duke Nukem will leave you clutching your gut in agony"

does make the game a real challenge which is a relief after walking straight through a game that you've just paid forty quid for!

Zero Hour is easily the best Duke Nukem game yet and, although it's no GoldenEye (let's face it the only game to beat Bond will be Perfect Dark) this is still one of the finest shooters I've ever played.

The graphics are great, the sampled speech is fantastic, the levels are devious, but you don't get lost and above all the wacked-out humour will leave you clutching your gut in agony. What more could you ask for in a videogame?

Tip-Xtra

There's hidden doors and secret items all around this game. To find the doors run up to suspicious looking walls and press the B button. If you're lucky the wall will slide up and reveal a secret item. Get searching for all the hidden stuff!

It's Got...

92%

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

Why...

ZERO HOUR'S an absolute blast! You take control of Duke and cause more destruction than an elephant rollerblading through a minefield. The graphics are superb, the levels are brilliant and the control system is damn-near perfect. It's may not be quite up to GoldenEye's accuracy but it's still a sharp shooter. Mark

Breakdown...

GRAPHICS Brilliant looking levels and top animation. Duke's never looked better **9/10**

SOUND Loads of speech both from the Duke and other characters. Fantastic **9/10**

GAMEPLAY Great for 1 player but you should be able to save more! Multi player's good too **8/10**

LASTABILITY Duke sure is a tough nut to beat! You'll be playing it for ages **9/10**

Why not try...

If you haven't got GoldenEye yet then you're a nutter! It's the best shooting game ever made! It's not got Dukes humour though!

Other Views...

LEWIS I want Perfect Dark and I want it now. This plays okay, but it doesn't fill Jimmy Bond's enormous loafers

STEVE Alright, but not really my kind of thing. Looks good and plays well though, so I'm not knocking it!

NOELY If you can endure the Duke's 'hilarious' comments, this is a nice looking, if average playing shootfest

READER REVIEW He may not have the legs of Lara but the Duke is just as deadly and twice as cool – F Thomas, Hinckely

Publisher GT Interactive ● **Contact** 0171 5657300 ● **Release Date** Out now ● **Max. Players** 4 ● **Price** £39.99 ● **Memory Pak Space** 16 megs

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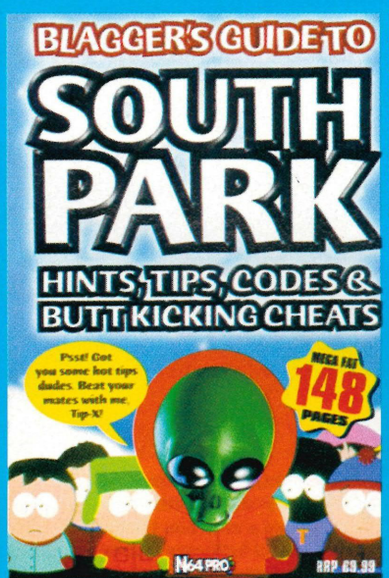

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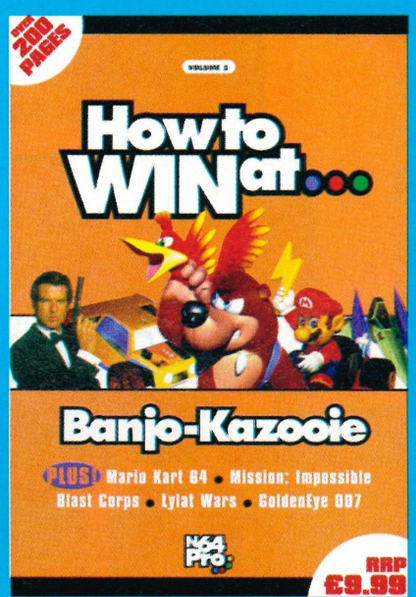

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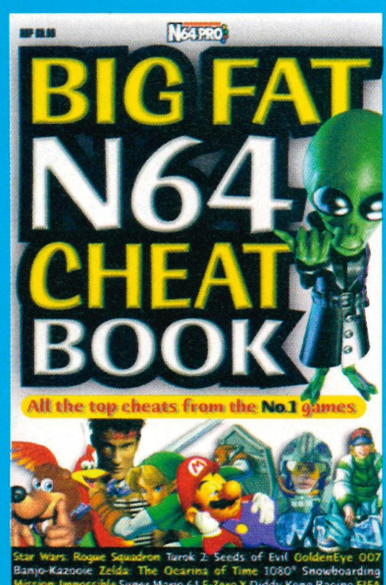
BEAT 'EM ALL!



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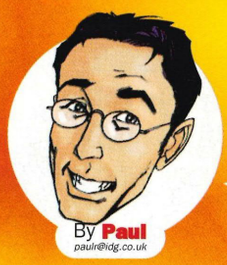
British Release

Tetris with Smarties – but twice as tasty!



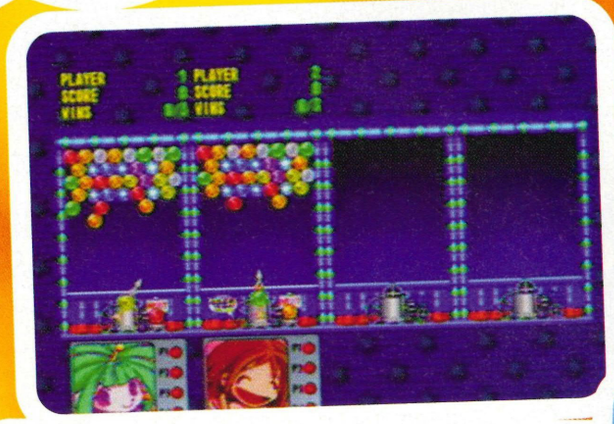
By **Paul**
paulr@idg.co.uk

I'm forever blowing bubbles, pretty bubbles in the air...

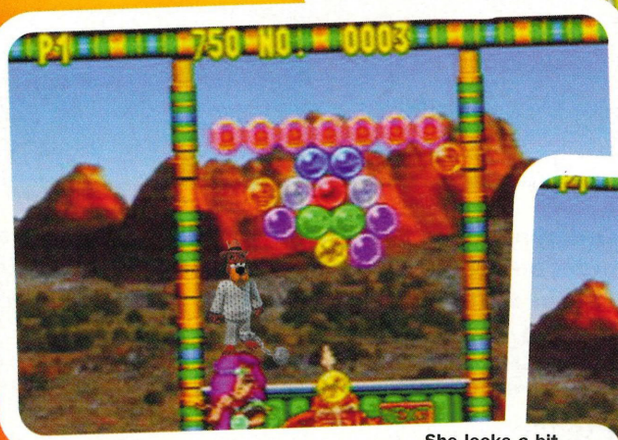
Toss out your toys and bung away your books – your next five years are accounted for, starting right now!

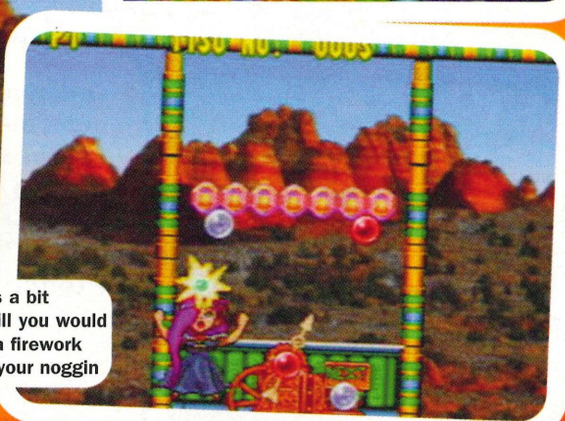
Do it yourself

Too damn good for the puzzles on offer? Why not make some of your own!



Whoa! – one second, could I be any smarter at this?





She looks a bit upset. Still you would be, with a firework stuck to your noggin

Right, it's like this... Your dad's gone out to buy a new car. He's been talking about it for ages and you just can't wait to see what he comes back in. A Ferrari or Porsche would be top - imagine calling round your mates' in something like that! - but a BMW or Mercedes would probably do. You'd still look cool when you got dropped off and how many girls could refuse a lift home in one of those babies?

Cool car?

You hear an engine. Quiet at first, then louder and louder as something pulls noisily onto the

Bust-A-M

Bit tricky this, actually. Right. Erm, put the square thing here and... ah, press a button. And see what happens...

Well, something's happened, but I still need more blobs. Now, what did I do to make that last one stick?

Ah, that's it! Now we're getting somewhere. What I need is a brainless goon to test it on. "Noely! where are you?"

How the hell'm I supposed to get those whites together. Not fair!

Bust-A-Move '99

drive. Whoa! - sounds like there's something serious under the bonnet! Leaping from your seat you rush to the door as keys begin to jingle in the lock. Diving for the handle you wrench it down and spill onto the doorstep in a sweaty excited heap as your dad leaps back in surprise. Helping you up, he beams with delight as he dusts you down and turns you to face the object of your excitement. "Look son", he says proudly. "We've got ourselves a Lada."

And that's Bust-A-Move '99. Well, kind of...

So. You're gutted. Sad. Embarrassed. Disappointed. A bleeding Lada - it couldn't be any worse! But your dad wants to take you on a drive and you haven't got the heart to turn him down.

No - fool car

Besides, you're a bit on the skint side and you need him in a good mood. So in you get and away you go, crouching down in the passenger seat so the lad next door, who's dad's got a Skoda, won't see you and laugh; so the girls from your school won't see you passing by and spread the word that you're a bit of a geek and make a mental note to tell all your mates you're gay.

"Crouching down so the lad next door, who's dad's got a Skoda, won't see you and laugh"

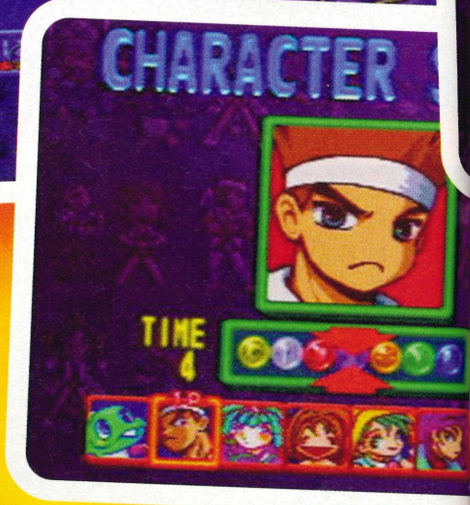
Tip-Xtra

The thing with this is you've got to concentrate. Oi! Dozey! That means you. Get used to where the bubbles end up depending on where your gun's pointing and remember to take careful – but quick – aim.

REVIEW

Bust-A-Move '99

You've gotta have good eyesight for the multi-player modes!



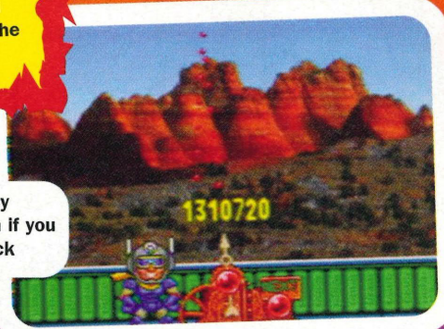
But then something happens. Your dad takes the corners at breakneck speeds and you laugh with terror as he runs a red light, clips the kerb, shoots into Sainsbury's car park at 60 miles an hour and honks like a maniac at the trolley-pushing shoppers.

He slams on the brakes, jams it in reverse and smashes through the barrier with the music on full blast, before swinging back onto the road and leaving half a mile of rubber as he heads off home, honking again at anything female within hearing distance.

Okay – so it's got a bad rep and'll never win any awards for the way it looks, but in the right hands this car's alright. In fact, it's better than alright, it's fun. Good fun. Bloody good fun. Brilliant – almost. And that's Bust-A-Move '99.

Tip-Xtra

Hey, listen up. The only way you're gonna be successful with this is to take careful note of which colours are comin' next. Use your brain and you'll be wiping the floor with your mates in no time. I win all the time 'cos my brain's the size of a dustbin!



Oy! Who nicked my bubbles. I'll snitch if you don't give 'em back

X-ray vision

Get past the crappy looks and the general feeling that this is going to be a turkey fit for an Ethiopian Christmas dinner. Get past the belief that only 3D is acceptable in this day and age and what you've got for your money is the most fun you can have without X-Ray specs and a roomful of sixth formers. You're gonna be hooked.

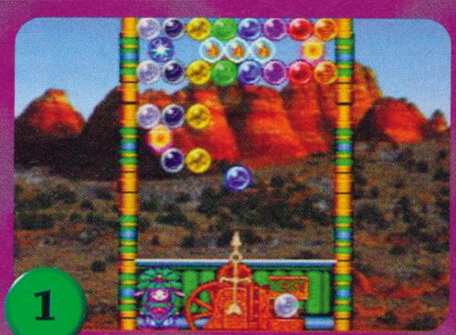
> "Get past the feeling that this is gonna be a turkey fit for an Ethiopian Christmas dinner"

Mr. Blobby

As usual in the Bust-A-Move games, shooting blobs up the screen is the order of the day. They vary in colour and when you stick a few of the same colour together... they disappear. Make 'em all go and it's onto the next stage. Sounds easy eh? Well read this: GAME OVER. You'll be seeing your share of those words when you play this game because everything that can happen to make life harder, does. There are so many colours and so little time! Immovable blocks have to be worked

Going, going, gone!

It's not all fast-paced bubble-bursting hi-jinks y'know! You'll have to think a bit too!



1

Shoot this up to the top and you'll find it coming straight back down at ya!

2

But get a blue one up there and everything'll start to fall into place.

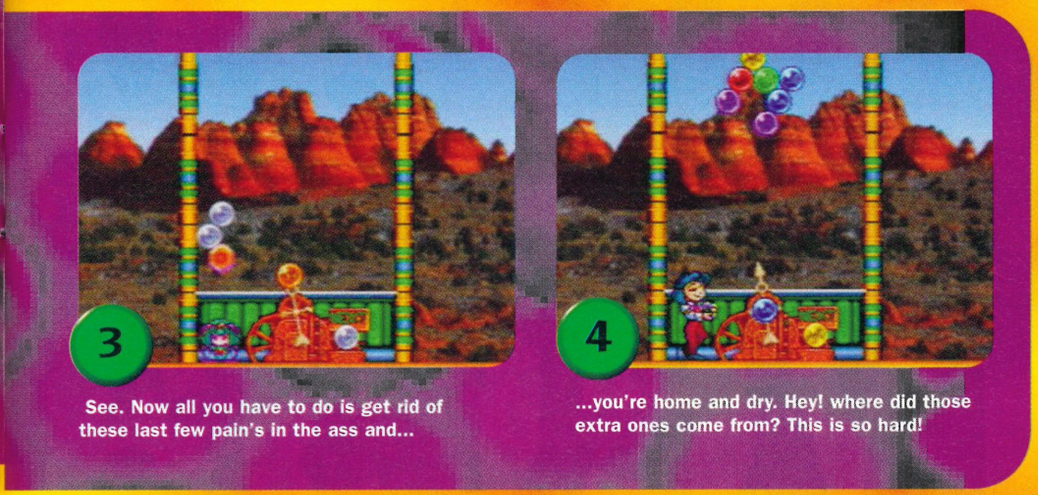
around, whilst you're bouncing your blobs from the side and top, hoping that your aim is better than when you try to take a whizz with the seat still down. Then there're the extra blobs which your opponent dumps on you. Opponent? Yep - three of 'em if you fancy it in a brilliant, split-screen four player free-for-all.

Everyone screaming, swearing, squinting at the screen and hoping that they're doing the best, but afraid to look at their mate's bit of the screen in case that vital green or blue blob goes astray. Madness - that's what it is, and you won't get any sleep for the first three nights because it's sooooooooo frustratingly, mind-bendingly addictive!

It's nearly as good to play on your own. Which is just as well really, 'cos beat your mates once too often and they'll kick your head in and leave you all alone. There's an arcade mode, challenge, contest and - a top new addition in this version - hundreds and hundreds of puzzles created by Bust-A-Move fanatics. If it all gets too much or if you need a change, edit your own puzzles and see how clever you really are!

Fast 'n' funky

But it doesn't really matter 'cos it's all pretty much the same. Which is to say fast, furious, frantic, frustrating hours and hours of fun. Next time you see a Lada pass by, think for a minute before you start laughing... ●



It's Got...

88%

Why...

IT HASN'T got a Sore-Thumb because there isn't a massive change from other Bust-A-Moves, and the multi-player option is really tiny and fiddly. But it's so easy to play, so hard to put down, so insanely addictive that anyone with two good hands and half a brain would be well advised to get their mitts on this... and forget about the homework forever! Paul

Breakdown...

GRAPHICS It's like marking Smarties on the way they look rather than taste. **5/10**

SOUND Beeps, blips, bongs and the odd bad tune. Get's inside yer head though. **6/10**

GAMEPLAY Where it's at! Simple stuff that even Noely can understand. **10/10**

LASTABILITY You'll have a beard and wrinkles by the time you've finished. **9/10**

Why not try...

Well you won't want B-A-M 2 or 3 if you get this because they're so similar, but Wetrix is another mad puzzler. But harder to get into though.

Other Views...

LEWIS The best in an incredibly addictive series, but if you already own a Bust-A-Move game, then this isn't essential

MARK It wouldn't surprise me if this really was the 99th version we've seen! Good if you haven't already got it

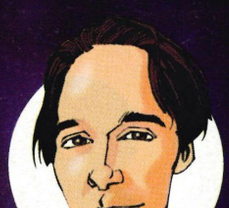
NOELY We all love the game, but as Robert pointed out, it's very simple and doesn't need the power of N64

READER REVIEW Complete rubbish. I don't want to play Gameboy Color games on my N64!
– Robert Ross, Romsey

● **Publisher** Acclaim ● **Contact** 0171 3445000 ● **Release Date** Out Now ● **Max. Players** 1-4 ● **Price** £39.99 ● **Memory Pak Space** None

British Release

Dreary demolition job with the world's worst behaved wrecking crew?



By James
jamesc@idg.co.uk

It's back! the Rampage World Tour has gone Universal, and the beastly builders with arse cleavage deeper than the Pacific, but not quite as salty, are knocking around the planet's biggest breakers yards. So has Rampage had more overhaulage than a Kwik-Fit locker room?

Of course it hasn't, it's still Rampage, what else could you possibly do to make this dated demolition job any better than slightly funny, but mostly cack? You'd need a PHD in 'not being a butt monkey' to transform this brick breaking ass-licker into something more worthy of your time and money.

There are three new characters running the rubbled streets of the Earth in this follow-on from Rampage World Tour, whilst the original terrible trio of trouble are currently caged attractions, on show King Kong-style for the whole world to pull moonies at.

Slam sham

Ralph the werewolf is being held in Europe, force-fed the typical high fat European diet in the hope his arteries will get clogged (his family's prone to furballs too, on his mother's side you know). Meanwhile, Lizzie is in Asia – being kept calm on a steady diet of raw fish and sake, while George's lungs are in perpetual torment with the smog and general high pollution levels in North America.

> "This is a brick breaking ass-licker not worthy of your time and money"

Don't go thinking old Blighty's safe either, as the latest nasty string of beastly breakages makes it clear that Scumlabs - the genetic laboratory responsible for unleashing these ravenous monsters - has lost control of its latest experimental subjects. Cue Ruby the London-sized lobster, Curtis the colossal mouse and Boris the raging rhino. Cue the rescue attempts. Cue Rampage Universal – and now will someone yell "Cut" for God's sake!

Ball breaker?

There may be new additions to the plot, but everything else is older than old hat - think Bomberman wearing a Teenage Mutant Ninja half shell, with a Power Rangers bandanna and you'll get the idea. I'll admit, there was once a time when Rampage was a game worth losing a gonad for, but after being blessed with games of ▶

Rampag Universa

A Lionel Blair cut it is then?
Tip-Xtra
Learn which pick-ups help and hinder you as early as you can, as the ones that diminish your health are more plentiful than the ones which improve it. Make sure you have a high amount of humans in your diet too – they're essential for special power moves!
Special
Punch
Kick
Move character
Jump
Just a bit off the top cheers pal
e
l Tour
Don't Panic! This review continues on page 56

WHAT BETTER way to enjoy the best games, than with the best games magazine - N64 Pro? And what better way to enjoy N64 Pro than curled up on your very own inflatable Game Throne? It's comfy, it's cool and even gibbons can't resist its tender charms. Imagine sitting on a giant wine gum. That's the joy of the Game Throne!
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FREE Micro Machines Guide Mini-Mag Pullout

Micro Machines Turbo 64

BLAGGER'S GUIDE TO

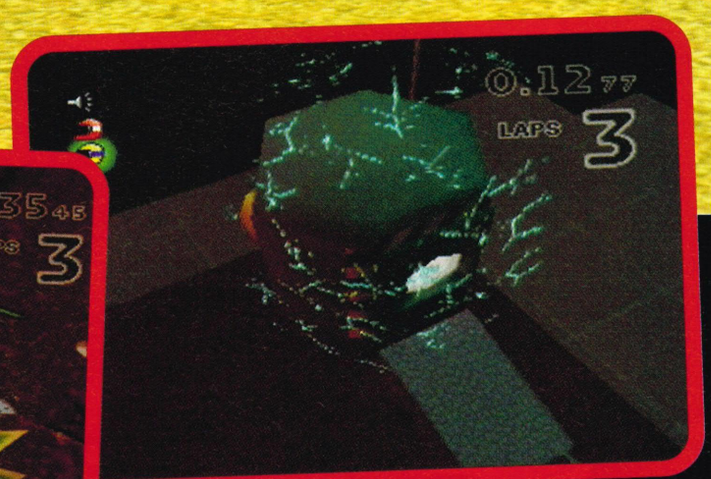
Wait! Waddya mean the pedals are on the inside!? Why did nobody mention this before?

N64 PRO

CHEAT ZONE

Micro Machines Turbo

So, Micro Machines has finally made it to the N64 and, unsurprisingly, it's the best version yet! Lots of new tracks and cars and up to an incredible eight simultaneous players make this one of the best multi player games yet seen on the N64; much better than Mario Kart for my money. Whether you want to give your MM buddies the thrashing of their lives, or just remind the N64 controlled cars that the robots won't be taking over for a good while yet, work your way through our complete guide and you'll be the ultimate winner!



MULTI PLAYER

In multi-player mode, you can either play a SINGLE RACE or a TOURNAMENT.

In SINGLE RACE mode, you can select which track you want to race on. You can gain access to more tracks either by playing through the CHALLENGE mode or using our handy cheat at the end of this guide!

In TOURNAMENT mode you get to choose a pre-defined selection of tracks to race on.

TEAMS

Team play is for four players and can be played as a SINGLE RACE or a TOURNAMENT. This works in the same way as multi-player, except that only one of the cars on your team has to get ahead in order for you to win the point.

PARTY PLAY

Extreme Micro Machines madness for up to eight players! TIME TRIAL SINGLE RACE and TIME TRIAL TOURNAMENT are basically what you would expect, with each player taking turns against the clock, but KNOCKOUT is a bit more fun, with head to head matches in pairs. My personal favourite, though is PAD SHARE. Up to 8 players on 4 controllers... mayhem!

KEEPSIES mode is the final option in PARTY PLAY, for which you'll need to have at least one Prize Car for your chosen character. Play against your mates to win their Prize Cars (or maybe lose yours).

TEST DRIVE

You can get to this mode via the STATS option. This is where you can check out your Prize Cars before racing them in KEEPSIES mode.

Power Ups

Each power-up has limitations on its use as listed below. Remember, it can sometimes be strategically useful to avoid or discard a power-up if you know there is a better one just ahead

PINCER - five uses
When timed just right, the pincer will drag the grabbed car back while simultaneously pulling you forward, effectively swapping places.

MISSILE - three uses
Bounce these off objects to give the other racers, a shock to the system!

MINES - three uses
One of the most effective power-ups, but be exra careful not to drive into your own mines.

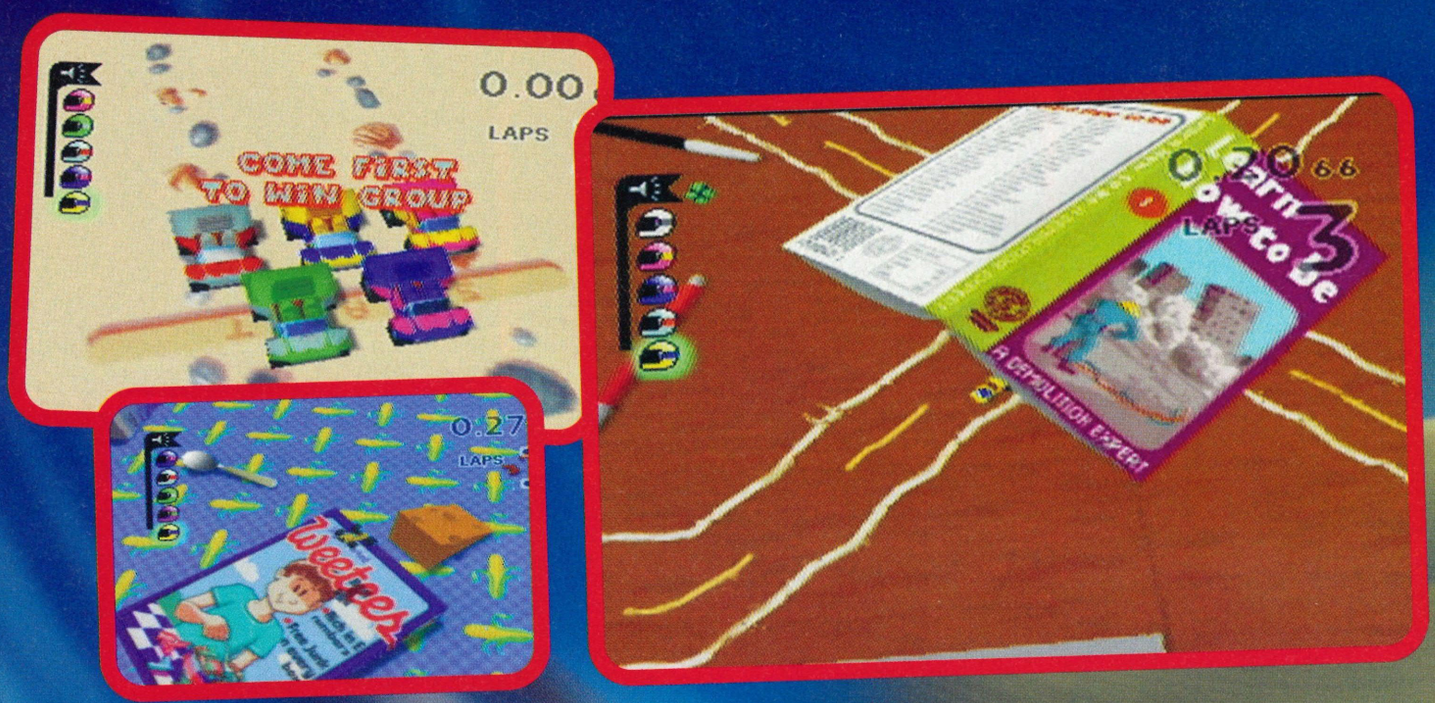
HAMMER - five uses
Very silly, but lethally effective.

ENERGY FIELD - three uses
Ideal for adding that essential extra bit of attitude when ramming other vehicles off the track.

DYNAMITE - six uses
Similar to the missile. Dynamite won't bounce around corners, but you get twice as many uses of it, so it's pretty handy stuff.

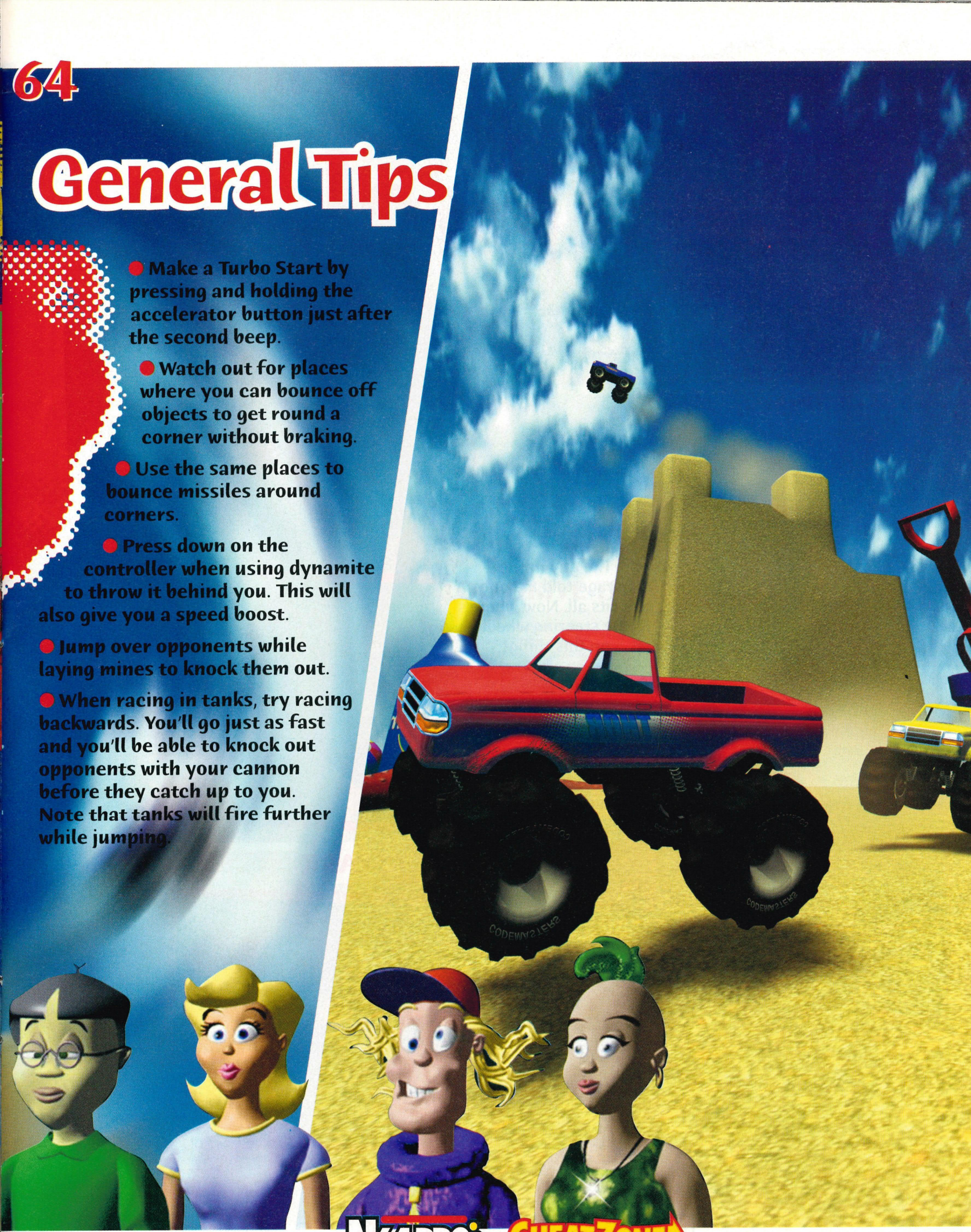
FIREBALL - time limited
When in flames, you can ram straight through your opponents. Sadly, all too brief though.

TURBO - time limited
A brief burst of speed, the turbo can often be just enough to get you into first position, while also giving you the destructive power of the fireball.



General Tips

- Make a Turbo Start by pressing and holding the accelerator button just after the second beep.
- Watch out for places where you can bounce off objects to get round a corner without braking.
- Use the same places to bounce missiles around corners.
- Press down on the controller when using dynamite to throw it behind you. This will also give you a speed boost.
- Jump over opponents while laying mines to knock them out.
- When racing in tanks, try racing backwards. You'll go just as fast and you'll be able to knock out opponents with your cannon before they catch up to you. Note that tanks will fire further while jumping.

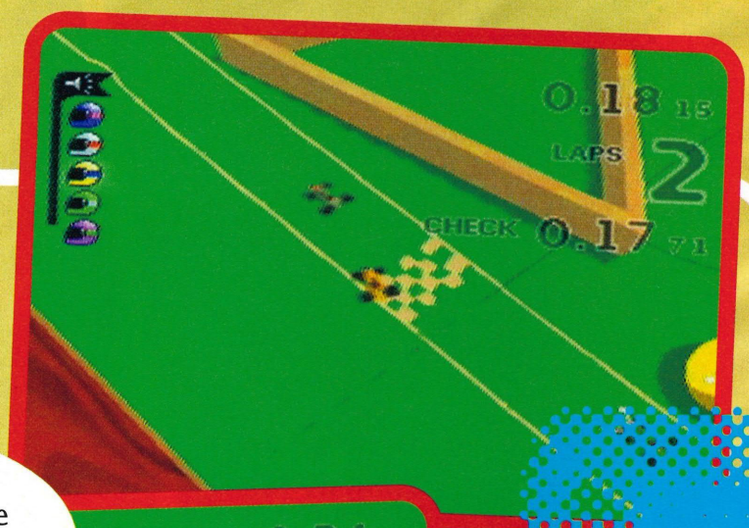


The Tracks

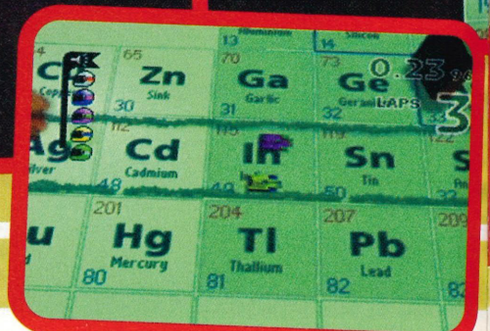
Beginners

SWERVE SHOT

THE FIRST, and easiest, track seems to exist mostly to allow you to get used to the controls. There's a pincer power-up just after the second jump (over the Queen of Clubs playing card). You shouldn't actually need to use it (due to being in front of the other cars!), but it's worth getting it just to make sure no-one else does!



PERIODIC PARK



CHEESY JUMPS

OKAY, THIS is where things start to get to tough! It's not so much the track itself that's difficult (although it's nasty enough) but after the sedate motion of the tanks the Formula one cars are going to seem as slippery as a Tory MP talking his way out of a sleaze accusation. This is also the first track where you'll have to be careful not to drop off the edge of the playing area, so all in all, it's quite a jump up the difficulty scale.

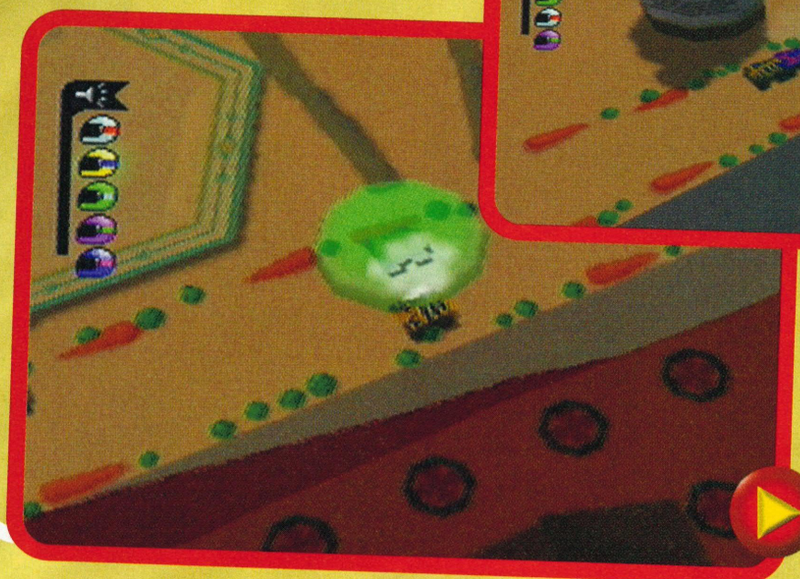
During the jump over the Weetees box, there's a pincer power-up, but you should avoid this (or discard it) and get the energy field power-up by the salt shaker (this can be found at the last corner before the start line). Be careful not to use this when you're directly behind an opponent, or you'll end up giving him a speed boost! Very handy if he or she is about to go flying off the edge of the track anyway, but very annoying if you've gone to all that trouble only to propel someone into first place!

VINDALOO DRIVE-THRU

IT'S BACK to slow vehicles for this track, racing in sluggish dumper trucks. This is actually a good thing, as the track itself is clearly the devil's work! The fiendishly tight corners right at the edge of the table will be what loses it for you the first few times, but once you've got these down, there's a whole lot more nastiness to contend with.

Firstly, keep an eye open for the corners of napkins poking over the edge of the track. They may not look too dangerous, but they'll soon have you spinning to the floor wondering what the hell happened!

If you leave the track at the correct point and head diagonally through the large wooden salt and pepper shakers you'll not only have made a nifty short cut, but you'll also get a hammer power-up for your trouble.



AGAIN, not a particularly difficult track, but this time power-ups play a much more significant role. For starters, the tanks you and your opponents are racing in are equipped with cannons, so be careful when you've got someone on your tail. Luckily, this level contains two kick-ass power-ups.

The first is a hammer power-up, which can be found in the pool of blue gunk at the side of the track. If someone else gets it, stay out of his or her way!

The second is hidden under the neck of the bottle near the Bunsen burner and enables you to lay mines. While not as spectacular as the hammer, it's a lot more effective; a couple of mines across the track can soon have you out in front again.

Micro Machines Turbo

Tricky

POND LIFE

ON THIS course you'll be racing in speedboats, which fly around with even more wild abandon than the Formula one cars! Luckily, there aren't any drops to contend with, but there are some outrageously tight corners to get around.

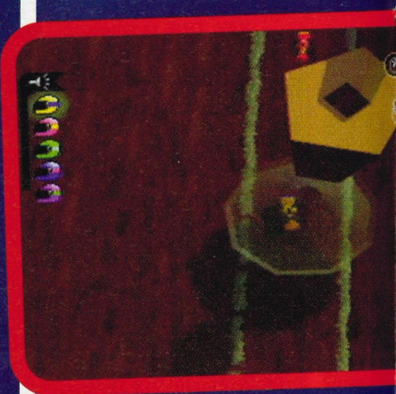
At the second corner you can take a short cut between the second large rock and the smaller one to the left. If you're feeling a bit more adventurous, however, you can gain a bigger advantage by taking a short cut between the two large rocks. But if you try to cut straight across, you'll be blown up when you try to rejoin the track, so the trick is to swerve left and then quickly right back onto the track. This will cut out quite a serious chunk of track; pull it off every time and you shouldn't have too many problems.

If you overshoot any of the corners you can use the edges of the pond to bounce off; this can often be a better bet than braking and then trying to correct your course.

Be careful when crossing lily pads as you have no control over your boat when on top one of them; if you're not going fast enough to get across, you'll end up stuck there.

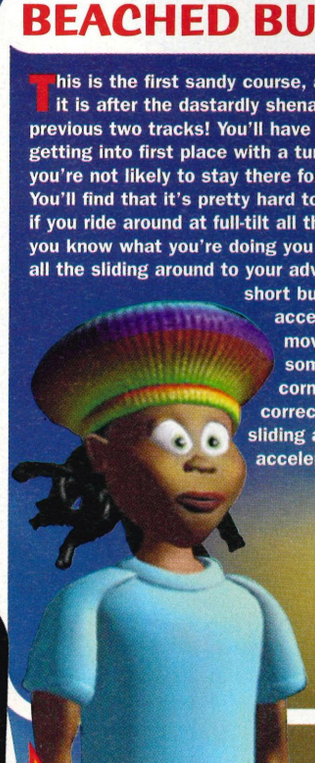
There's a useful mine-laying power-up hidden on the left-hand edge of the track under the wooden bridge. If you get the missile power-up, you can bounce the missiles off the edge of the pond to stun your opponents.

FORMULA X



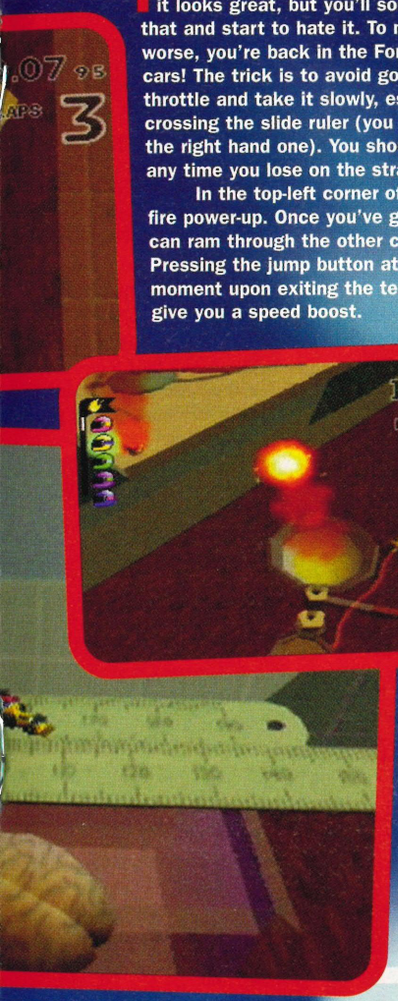
BEACHED BUGGIES

This is the first sandy course, and quite a caper it is after the dastardly shenanigans of the previous two tracks! You'll have no problem getting into first place with a turbo start, but you're not likely to stay there for too long! You'll find that it's pretty hard to stay in control if you ride around at full-tilt all the time, but if you know what you're doing you can easily turn all the sliding around to your advantage. Use short bursts of acceleration to keep moving and give it some gas at the corners. Turn to the correct angle while sliding and then accelerate away.



THIS TRACK is a bit like Tamara Beckwith; it looks great, but you'll soon get over that and start to hate it. To make matters worse, you're back in the Formula one cars! The trick is to avoid going at full throttle and take it slowly, especially when crossing the slide ruler (you need to use the right hand one). You should make up any time you lose on the straights.

In the top-left corner of the map is a fire power-up. Once you've got this you can ram through the other cars. Pressing the jump button at just the right moment upon exiting the test tube will give you a speed boost.



THE MAIN COURSE

THIS IS another track where it is better to drive carefully than take a hell-for-leather approach. Among the trickiest aspects are the innocuous looking books of matches scattered around. These act as ramps and will send you flying in completely the wrong direction unless avoided.

There is a hammer power-up on the track and an energy field power-up just off the track beside the mobile phone. Whoever gets to these first will have a clear advantage so try to make it you!

SUPER BOWL

Another track with sheer drops on all sides. The best approach here is... well, practice! You can cut across most of the corners to save a little time, but this is mostly a no frills test of the skills you've learned so far.

Difficult

BAGUETTE BALANCE

THIS TRACK begins with a very tricky crossing between the two tables. Jostling for pole position at the start will almost always get you knocked to the floor, so hold back and cross carefully. You can pick up a couple of places by taking a short cut between the menu and the candlestick, any time you lose by driving carefully is nothing compared to the amount lost by falling off the table. It's worth getting the missile power-up just before the second baguette so you can knock out your opponents on the straights.

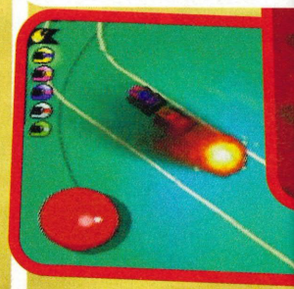
BEWARE OF THE DOG

WELL, we couldn't find a dog anywhere, but that doesn't mean that this isn't the toughest, and longest track yet. The most important thing here is to try to avoid getting caught in the undergrowth, as this will seriously slow you down.

There's a pincer power-up to the left of the flower box, an energy field power-up hidden under the plant with the large leaves and a hammer hovering in mid-air after the skateboard, but on this track you'll be better off concentrating on the road ahead than worrying about these.

A handy tip is to turn your car to the right as soon as you take off from the end of the skateboard. This way you'll be pointing in the right direction when you land, and the car should skid nicely round the corner into a left turn! After a little practice you should have it down pat, and this will often prove to be the decisive manouvre!

RIGHT ON C



CLEARLY this stage is the work of a quite staggeringly evil mind. The arrow that looks like it's showing you a short cut is, in fact, telling you to turn left once you've gone up the playing card to the edge of the pool table. Once you get there, you have to make your way around the table's edge. Tricky! Come

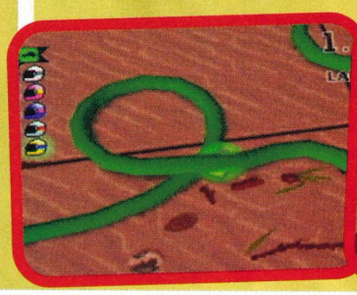
Advanced

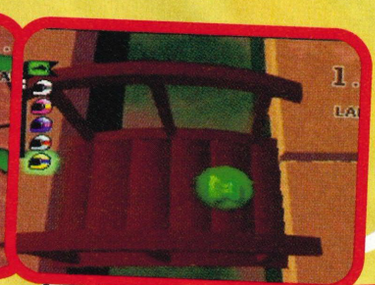
If you've come first or second in all of the tracks so far, a new Advanced difficulty category will appear. From this point onwards you will only be able to play at Turbo Levels three to five. Take a deep breath and go for it...

SNAIL TRAIL

NOTHING snail-like about it, to be honest. If you hadn't had the foresight to get buy this guide, your mates would be laughing you out of the room as you miserably crawled in in last place. Instead, just watch the laughter die on their lips as you take this extremely well hidden short-cut, cutting out a huge section of the track.

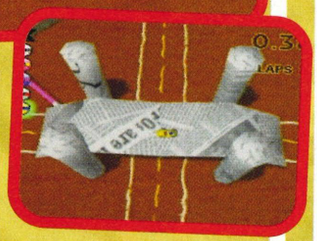
After you've passed under the second hump in the hosepipe, keep going forward and drive under the hoop. Keep going alongside the pipe and rejoin the track. Keep doing this and you should be the clear winner.





LEARNING CURVES

A DEVIOUS double figure of eight with no short-cuts. There are some nasty drops to deal with, but the rest is just straight ahead racing. Stay on course.



TANKS A LOT

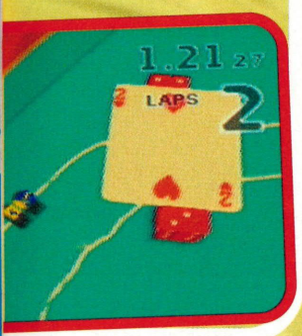
BACK on the restaurant table, and judging by the mess, it's been one hell of a dinner party. There are two short-cuts on this track, and while neither of them is for the faint-hearted, they will give you just enough of an advantage to come out on top.

Firstly, you can trim a little off your time by driving under the propped-up menu. Immediately after this you will see a small blob of jam in between a knife and a

UE

back down the card on the other side.

But if you think it sounds easy, just give it a go! Again, wise racers will ignore the power-ups; you'll lose more than you'll gain trying to attack the other cars.



INTERESTING VOYAGE

BACK to the lab, and the chemistry experiments have become even more bizarre and messy.

Watch out for the puddles of gunk on the lab bench. Purple gunk turns you invisible, which is very confusing and inconvenient, and clear gunk just slows you down, but green gunk has the same effect as a fireball power-up. Nice.

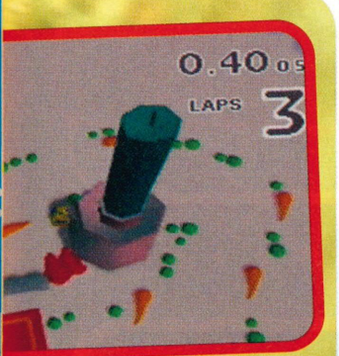
After passing through the shrink ray and onto the microscope, you'll find yourself on a slide containing bacteria. Not the kind of place you want to be hanging around, so just stay on the track and get the hell out of there. The white cells floating around have no effect on you, so just ignore them.

"Purple gunk turns you invisible, very confusing"

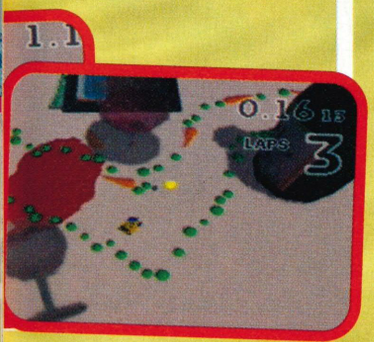
BUCKET AND SPEED

ON THE beach again but facing a much more difficult course this time around. Observe the same tactics as on Beached Buggies and you should get round okay. Remember though, take it easy!

The power-up at the start of the track is in mid-air; you'll need to jump to reach it.



candlestick. Driving over this will put you right back where you were, but a well-timed jump will get you just a little further ahead. Both of these short-cuts are so small that they need to be repeated on every lap in order to be effective.

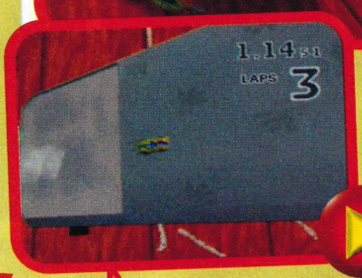


DUNES OF HAZARD

AS WITH the other beach courses, the problem is staying on the track rather than skidding wildly all over the place. All you can do is try to memorise the course. The only decent sized short-cut is between the sunglasses and the rock after the pink frisbee.

CEREAL KILLER

AN UNBELIEVABLY nasty track to finish off the Advanced section.



Micro Machines Turbo

Masters

You'll now see that there's another new difficulty level...

MUST TRY HARDER

ODDLY, a much easier course than the previous one. Take the time to line yourself up correctly when crossing the rulers, and the rest should be a doddle.

RACK 'N' ROLL

THE ONLY tricky aspects of this course are when you're up on the edges of the pool table. You need to drive fast along the straight edges to avoid falling behind, and then brake with expert timing to avoid flying off at the corners. It takes a bit of practice, but when you do pull it off it does look quite staggeringly cool. But at the first playing card ramp, remember that you must be in contact with the ground to brake or steer. So slow down while still on the ramp, or you'll be thrown over the edge.

Rock Hard

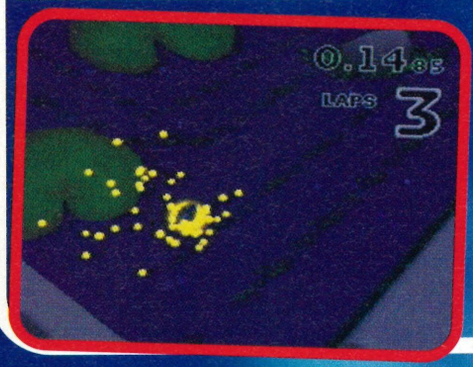
This difficulty level more than lives up to its name. Feeling crazy? Let's go...

POT LUCK

THE SNEAKIEST thing about this track is that it provides you with hardly any indication of which way you should be turning next. Once, you've learned the route though it's pretty easy. Apply the same methods as in "Rack 'n' Roll".

E 1999

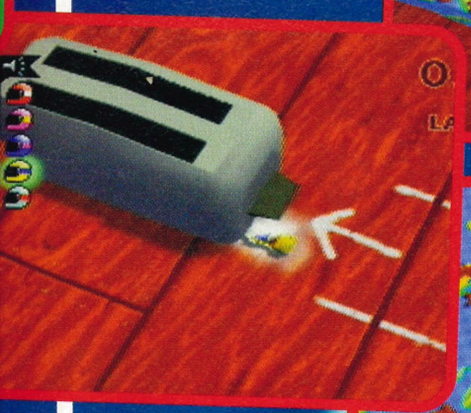
SPLASH 'N' DASH



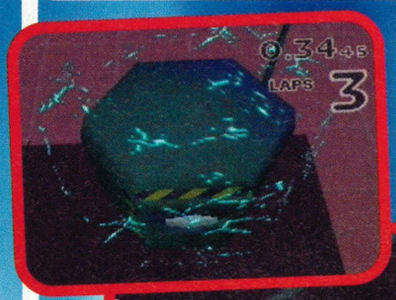
EXTREMELY tricky level, mainly because you have to continually change between the off-road truck and the speedboat, which feel and handle very differemtly from eachother. Apart from that, the track itself is pretty standard fare, with only a tricky sharp a-bend in the speedboat section and the snail's tiail (which you need to jump over) to deal with.

HAIR OF THE DOG

ACCURACY is the key to this track, particularly when approaching the pop-up toaster. When on the floor, try bouncing off the edges of the room to make fast corners.



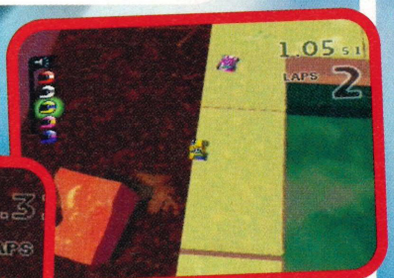
PULLING POWER



IF YOU manage to get to the transporter ahead of your opponents, it will close and hold them up. Once you have been transported, drive like a maniac through the section with the magnets, these will pull your car to the correct angle.

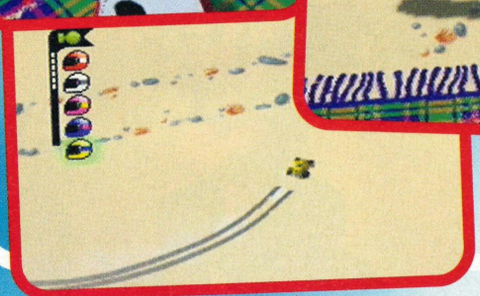
DESTRUCTION DIRTBOX

ONCE again, no shortcuts to speak of, just a straight-ahead racer. Something of a breather after the last two tracks.



PEBBLE DASH

ANOTHER heads-down, no-nonsense beach race. Ever had sand kicked in your face?



Micro Machines Turbo

TEXT BOOK MANOEUVER

NOTHING like as rough as you'd expect, due to the distant camera angle. This gives you a better view of what's coming up, most of which is strangely easy.

VICTORY!!! If you've played through all these tracks in challenge mode, you'll get to have the customary peep at the game credits. You are now the most Masterful Micro Machines player... well, outside planet Blagg (where I live). Witness the power and the glory!

Cheats

If you've just turned directly to this section, shame on you! Obviously sportsmanship is a thing of the past! I despair for you people, I really do...

The first set of cheats are accessed by changing your character's name right at the start of the game

Nine lives cheat: MOGSLIFE

Play all tracks as tanks: ALLTANKS

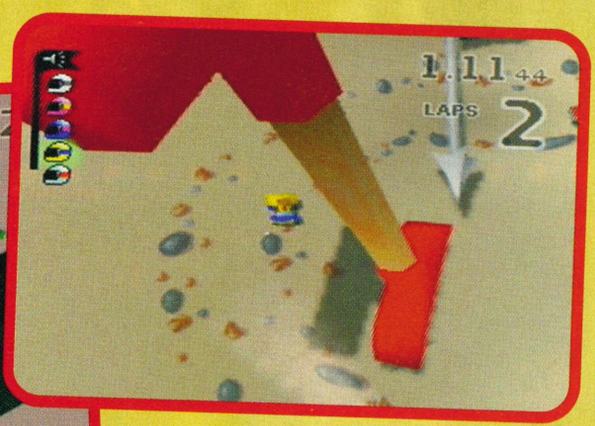
Access all tracks: GIVETRAX (for Test Drive, Time Trial and Multi-Player Single Race only)

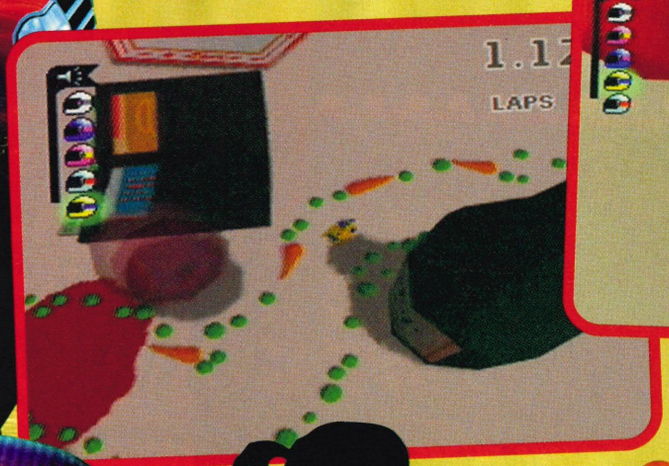
The following cheats are entered when in pause mode. You'll hear a horn when you've got it right. You can reset back to normal by entering the code again.

HIGH JUMPS
C-left, right, right, down, up, down, left, down, down.

TURBO
C-left, C-down, C-right, C-left, C-up, C-down(x4)

SLOW CPU CONTROLLED CARS
C-right, C-up, C-left, C-down, C-right, C-up, C-left, C-down.





CHEATZONE

Micro Machines Turbo 64 Cheats

Continued

DEBUG MODE

c-left, up, down, down, c-left, c-right, c-right, c-up c-down.
Once in debug mode, the following functions are available:
WIN RACE - hold down Z and press c-down
CHANGE CAMERA ANGLE - hold Z and press up, down, left or right.
ZOOM CAMERA - hold Z and press L or R.
HAND OVER CONTROL TO N64 - hold Z and press c-left.

SECRET TRACKS

Aficionados of the GreyStation version will notice that using the GIVETRAX cheat gives access to some tracks they'll be familiar with...

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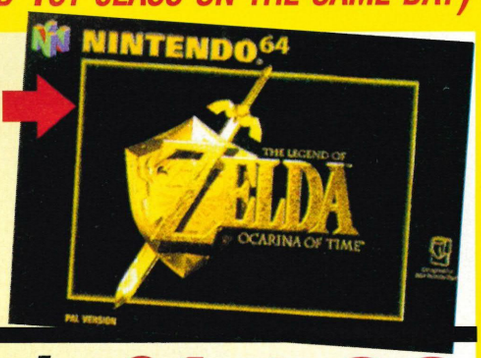

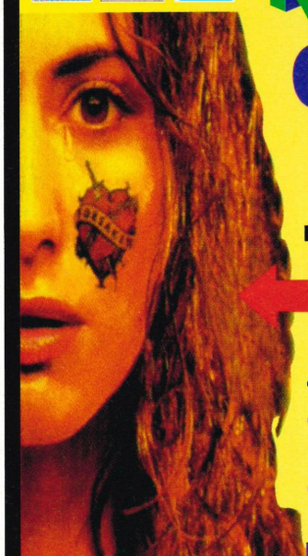

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Rampage: Universal Tour

... Continued from page 45

▶ such immense quality like GoldenEye, Zelda and Turok 2, it's now incredibly difficult to get anything stirring in my slacks (medical science couldn't rebuild him, but he does looks fabulous in a gym-slip - Steve).

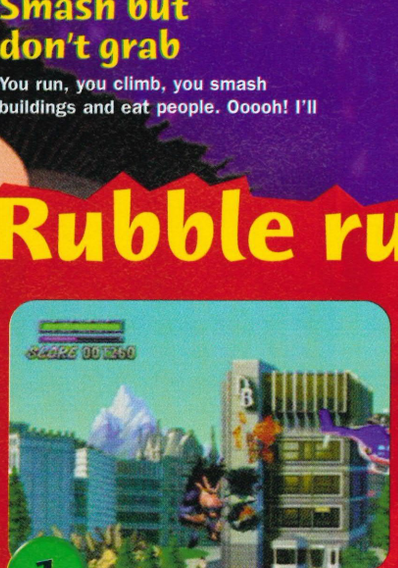
I almost feel guilty being so harsh, as the new characters and hi-res look are all genuine efforts to delay Rampage's final reckoning with the Games Executioner and his enormous axe. Still, you can't ignore the fact that this is the same tired game, carried over from a console invented whilst I was still suckling at the teat, that offers absolutely nothing new.

It's an insult to see such a stain of a game on a machine that has constantly provided us with the best looking games imaginable. Something should be done about it! In fact, I'm calling time on Rampage, on behalf of every Nintendo owner who's ever saved up pocket money, only to be duped into spending it on hippo dump. Rampage should have grown old gracefully like Sean Connery, instead of hanging around and trying to stay hip like Cliff Richard.

Smash but don't grab

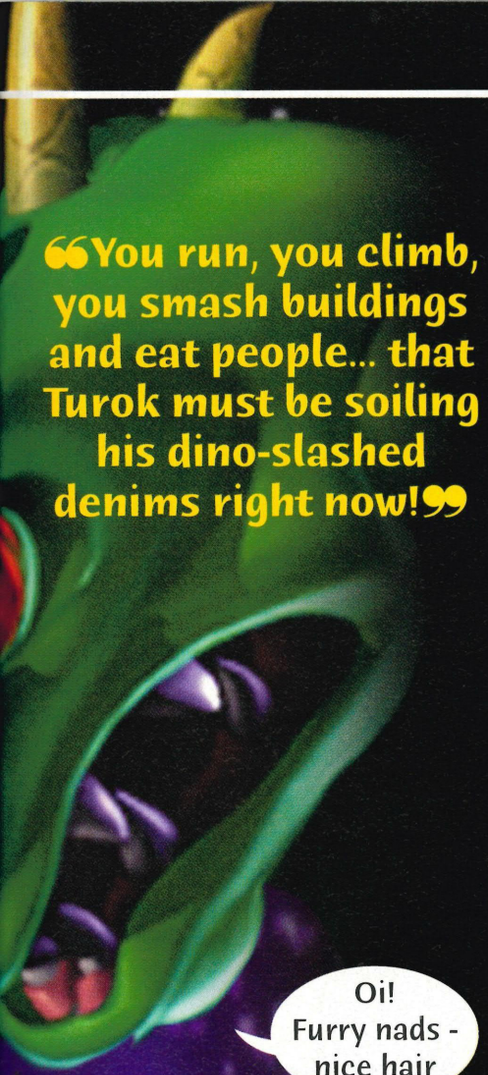
You run, you climb, you smash buildings and eat people. Ooooh! I'll

Rubble run



1 Get your best basher on the side of a building and let rip with a flurry of right hooks and kicks

"You run, you climb, you smash buildings and eat people... that Turok must be soiling his dino-slashed denims right now!"



Oi! Furry nads - nice hair

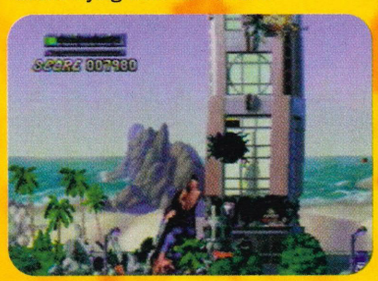
tell you, that Turok must be soiling his dino-slashed denims right now. To be fair, Rampage still raises the odd chuckle in two player, but when you smash on your own it's a breakneck bus ride into boretown. All the cities in the Universe, and most of them appear at some point, wouldn't add enough to raise the value for money stakes here. So continue snubbing Rampage, unless you have money to burn, and are stupid enough to do it too.●

Going down

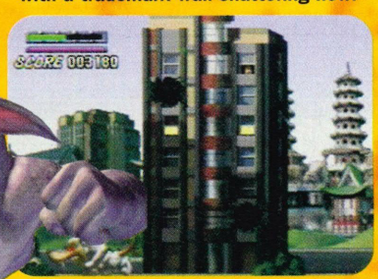
Charge your special move meter by eating humans for extra wallop!

Boris takes a running charge and sinks his horn into the nearest erection

Ruby gets herself in a spin, and sends debris flying from all corners



Rugged Ralph wakes the neighbours with a trademark wall shattering howl



Curtis takes a leaf out of the Boris book and uses his head as a battering ram

2 Once you've salvaged any power-ups jump up to the roof and stamp those monstrous pinkies like mad

3 Before you know it you'll be atop a toppling tower and one demolition job closer to freeing your pals

It's Got...

37%

SOFTWARE HOUSE LEAGUE -2 pts SOFTWARE HOUSE LEAGUE

Why...

IT LOOKS better than before, sure it does, and if it weren't for the fact that previous Rampages looked worse than Pat Butcher in a two-piece that would be commended. Fact is, Rampage is dated, dreary and much in need of a permanent rest, so don't be duped into bustin' this beast war unless you're in desperate need of a no brain wrecking game. James

Breakdown...

GRAPHICS Better than the original, but this is never gonna be a Bond beater **4/10**

SOUND Rubble falls, people scream a bit - this is B-Movie budget stuff all around **3/10**

GAMEPLAY Smash, eat. About as much fun as making mashed potato I'd say **4/10**

LASTABILITY Well it does have 125 levels. Shame they're all the same! **3/10**

Why not try...

Give Blast Corps a whirl instead. More smashing, but from behind a steering wheel in various vehicles, even the A-Team van!

Other Views...

LEWIS Probably the worst game I've played on the N64. It sucks in a huge monster-lipped ape kind of way

MARK A good laugh for the first few minutes, but it's got no real challenge and isn't worth any money whatsoever

NOELY How has this aged senile dinosaur managed to stumble onto the N64 for a second outing? It's monstrous!

READER REVIEW Grins of glee soon turn into snarls as you realise you've been conned. Rubbish – J Barton, Oldham

● **Publisher** GT Interactive ● **Contact** 0171 565 7300 ● **Release Date** Out Now ● **Max. Players** 3 ● **Price** £39.99 ● **Saves to** to memory pack

British Release

Noely dreams of sinking one in Beverly Turner's basket. What's to stop him?

Create a Giant

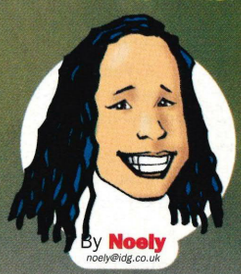
A fine create a player option lets you determine, height, weight, and even the placement of bandages

The Edit player feature lets you create your very own Frankenstein's Basketballer

Name your basketball creation and then give him a face to match his fearsome and skillful persona

NBA P

If I commit another "personal foul" I'll get three years - at least that's what the judge told me, so it's a good job there're no schoolgirls in this ball-achingly bland B-ball bonanza!



By Noely
noely@idg.co.uk

Scene: Swooping high above a basketball court the camera slowly zooms into a commentary box, focusing upon the gorgeous figure of a female presenter...

Beverly: Hi – I'm that posh tart Beverly Turner off the telly, it's Saturday afternoon (or indeed any other time of the week), welcome to NBA Pro '99. I may have legs that just don't stop, but it's those lanky Yanky sporting giants that you're all here to see, not me, so before you do some shooting of your own (and make a right old mess of the mag) we'll head straight to the action (and by that I mean basketball).

So let's get court-side with our mixed-gender microphone man, Noely, who's not taken his eyes off my ball-bouncingly pert upper balls for what must be weeks...

Noely: Thanks Beverly, shame I can't come in your box anymore.

Beverly: We both agreed that restraining order was for the best, and I feel much happier with 500 yards between us at all times.

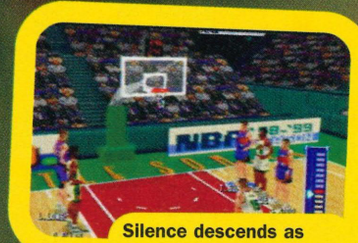
Noely (whispering): Aha, what you don't know is that I can still see you, you foxy temptress. I've got me a mighty fine pair of binoculars that even the filth can't take off me.

What Noely doesn't realise is that his microphone is turned up full and his frightening perverted ramblings have been overheard by the nation. Beverly, clearly nervous but trying to act casual, shuffles over to the phone and begins dialling 999.

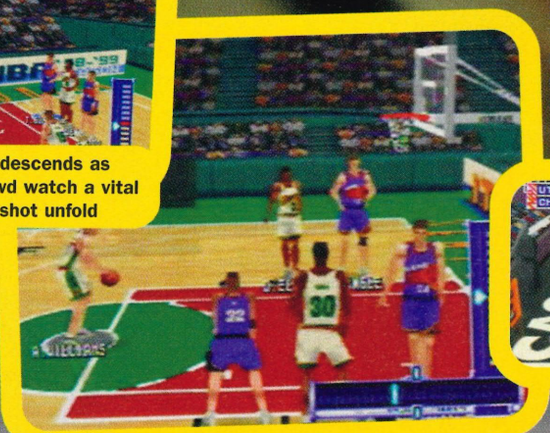
Noely: Ahem, anyway. Do you remember NBA Pro '98? It looked fuzzier than a twenty-year old pull-over that'd been run over by a Velcro steamroller then used as a nest for a couple of hedgehogs in a particularly prickly mood (now that's fuzzy!).

Blocky Kryten-headed players lurched around the court like an epileptic who just can't take his over-sensitive eyes off a glitterball, and the overall sluggishness of the game made the 'athletes' run around with all the agility of an elephant riding piggyback on a one-legged tortoise with about as much speed as an ageing cheetah wearing a concrete overcoat. On crutches, following a hip replacement – yeehaa!

Well, now it's back. It's a year



Silence descends as the crowd watch a vital penalty shot unfold



The Chicago player jumps to catch a rebound as Utah run away with it

The diminutive Noely Johnson is unlikely to cut it in the tough and harsh world of NBA Basketball

Aah! That's more like it. The new supersized 7' 11" Noely Johnson is a veritable giant among goliaths

Tip-Xtra

When going for three pointers and non-dunk shots, be sure to release the ball at the top of your jump to stand the best chance of scoring a basket

ro '99

older. But is it still a catalogue of crippled animal abilities or is it steroid-fuelled athletic perfection?

Dribbling balls

Well, yes and pseudo are the not so simple answers, which sadly means I've got quite a bit of work to do (makes a change – Lewis). Thankfully, I won't get eye strain playing this version of NBA Pro, since a cloth's been taken to the inside of the screen, wiping away the grease to reveal graphics as smooth and gorgeous to look at as a sports presenters inner thigh.

Beverly is now frantically bashing away at the phone, looking flustered.

Noely: New motion-captured animations mean that the action's smoother than a freshly-shaved and oiled baby's bottom, with no more Lego brick-like players stuttering and jerking their way around the court. Now the graphics are about as crisp and sweet-smelling as Bev's sweat-soaked sports bra after an hour's worth of ball-pounding, so you'll now witness a full on Shaq attack, rather than a mad spaz attack.

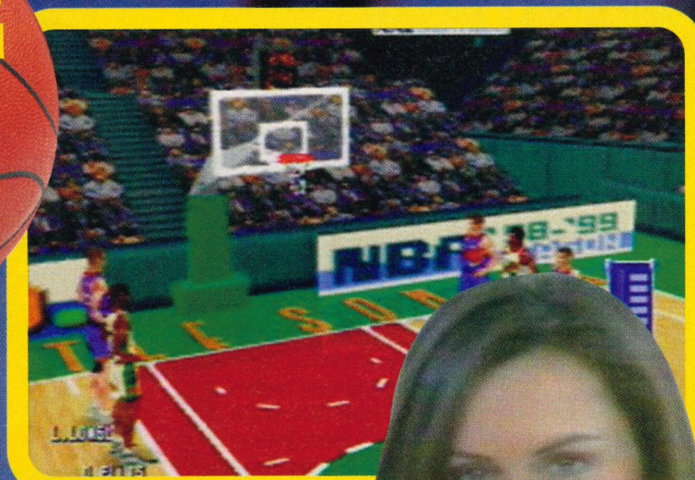
However, at times the action can get too hectic, with players merging together making it about as clear as a mud-slinging contest for short-sighted moles on a foggy night. When several players are all bunched up, arms start disappearing into stomachs and legs begin sliding up other player's (stop it right there Noely, you've been warned! – Lewis).

"The graphics are as crisp and sweet smelling as Bev's sweat soaked Sports Bra"

Beverly, sobbing heavily whilst being comforted by a female policewoman, points out Noely to a huddle of red-faced rozzers

Noely: All this wouldn't be so bad if the game didn't tease you like a school-girl in a mini-skirt with its automatic replays on the big plays. This close-up hi-res action takes your breath away and makes you all the more annoyed when you return back to normal play.

Some of the polish appears to have found its way onto the court surface (that must make it a bit slippery then? – Lewis), since the game now plays quicker and slicker than the first. Players still have differing ▶



What a job! I get to watch huge men with big balls running around in skimpy shorts and vests. Mmm...

NBA Pro '99

Phoenix charge into the box to slam dunk for an 'easy as you like' two points

abilities and speeds, with some plodding along like knackered old nags in a glue-factory, whilst others gallop away like a race-horse from a stud-farm vet maniacally gripping a pair of castration shears. The controls are fairly slick too, with passing (via the icon passing system), dribbling and shooting all coming as naturally to a gamer as cheating to a (delete – Man Utd player – Steve).

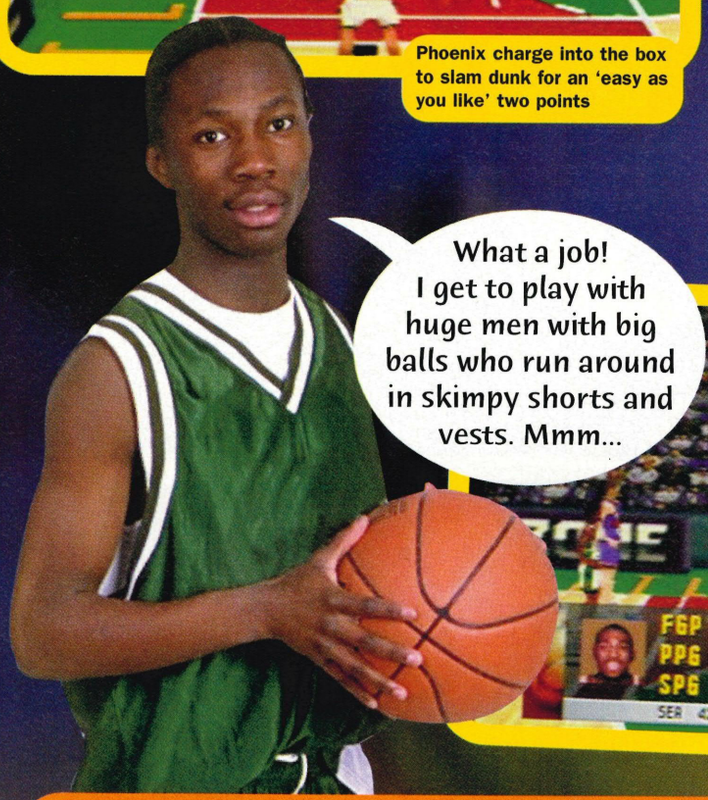
But when the attacks turns around and you're the one on the defensive, the bobbins controls make it harder to intercept and steal the ball than it is to get Mark into a trainer shop. So much so that it's best not to try, cos nine times out of ten you'll end up fouling your opponent (instead of the pavement like you usually do – Lewis). It's better to let the computer drones defend for you, but once an opponent gets the measure of these 'basket cases' the result is a frail defense vulnerable to most attacks.

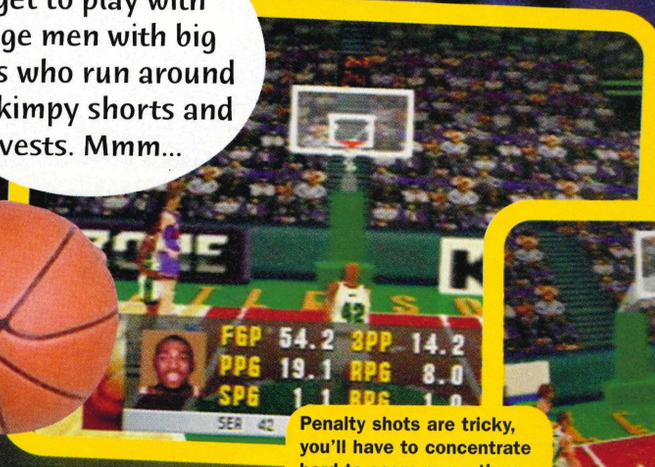
It's not all bad news though. As well as the usual playing options such as exhibition, friendly, season and playoffs, there's also a great three point shootout that's one of the best features of the game, which I'll come to in a minute. Must just mention another smart feature first - the create-a-player mode. I know it's hardly a revolutionary inclusion these days, but here it's a top feature that lets you muck about with player size (either very tall or monstrously tall), hair colour (shame there's no option to get a Dougal cut like yours for mega-realism – Lewis), and you can even choose the location of knee braces and wristbands. Cool!

Two player gaming is normally the best bit in a sports game, but when Mark and I played together I swear that during one of them I almost fell asleep. Reports that I passed out due to the stench coming from his armpits are nothing more than idle rumour. Surprisingly enough, it's the three-point shootout mode that I mentioned a bit ago, that does most to save you from falling into a

Tip-Xtra

The crossover is a fine move to wrong foot defenders and sprint in for an easy basket. When defenders are tight to you, try shielding the ball and then shooting. Do it right and you'll perform a rather smart alley oop!





Penalty shots are tricky, you'll have to concentrate hard to score every time

Shoot yer stuff

Jalen Rose and Kelvin Caton square up to see who can 'out stare the basket' within the tight time limit

Jalen gets off to a poor start, only managing a sideways, one eye gaze, as Kelvin quickly gets 'In the Zone'

Jalen doubles his tally but still trails Kelvin by a country mile as he reaches an even dozen casual glances

The post score replays are in complete contrast to the normal game graphics

coma, particularly the multi player split-screen option. But is a shootout mode reason enough to fork out £40 for a game? I don't think so.

NBA '99, the TV show that's currently wowing us all on Saturday afternoons, takes an exciting, fast paced, and entertaining spectator sport with all the razzmatazz and glitz associated with US sports, adds some funky music a super sexy presenter and conjures up unmissable telly. NBA Pro '99 lacks the excitement and fast paced entertainment of the real thing. Also there's no super sexy presenter that you'd love to slam dunk (Oi! That's the last straw, hormone boy. Right get him lads! – Lewis) and replaces them with a slow, jerky and dull basketball game with really big sticks and men with angry faces... hang on... take your hands off me! You've no right to do this...(muffled scuffling noises)... I never touched her... it's a fit up I tells ya...

"Like a cheetah wearing a concrete overcoat. On crutches, following a hip replacement"

punch – bite – scratch – Noely is swung into a van by his hair. The scene fades to the rhythmic motion of seven truncheons bobbing up and down

4

Kelvin begins to ease up on the gas, his eyes watering madly, as Jalen starts to find a little bit of form

5

An astonishing comeback and some complacent blinking by Kelvin sees Rose close. But it's too little too late

It's Got...

60%

0 pts

SOFTWARE HOUSE LEAGUE

Why...

Konami has gone some way to addressing the considerable faults of NBA Pro '98 and undoubtedly this is an improvement, but even so the graphics and animation leave a lot to be desired. I could forgive NBA Pro '99 for its sluggishness and jerkiness if only it played a 'jam-hot' boiler of a basketball game, instead of this lukewarm and dull as dishwater version of netball. Noely

Breakdown...

GRAPHICS More polished than 98 but still far from state of the art courtside visuals **7/10**

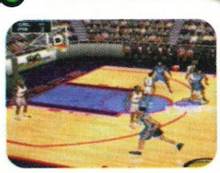
SOUND Squeaks, oohs and aahs in all the right places, and has some decent commentary **6/10**

GAMEPLAY Quicker and slicker than 98 but still as slow and dull as a Boycott innings **6/10**

LASTABILITY I found no desire to play above and beyond an hour or two, let alone weeks **5/10**

Why not try...

NBA Jam 99 – Acclaim
If your tastes are more inclined towards jam-hot arcade style slam-dunking action then try these sneakers for size



Other Views...

LEWIS Who thinks we need another lacklustre American sports game on the N64? No, me neither – Boo!

MARK You must be getting bored of basketball by now? You're not! Then get NBA Jam instead, it's much better

STEVE I reckon people are just releasing the same game over and over again these days, it's just no one's noticed!

READER REVIEW Nice to see the lads who work on the mag, nice day out up here – really crap game! – Robert Flemming, Woking

Publisher Konami ● **Contact** 01895 853 000 ● **Release Date** Out Now ● **Max. Players** 4 ● **Price** £40 ● **SAVES** To memory pak

ENTER THE PRO CREW ZONE

CHEATZ

Hungry for more on the N64? Well feast on this little lot...

70 Pro Arena

PRO ARENA

Britain's Top Gamers goes multi-national!

NEW!

I need someone to push my buttons!

86 Love GameBoy? Love GameBoy Nation! It rules!

78 You RECKON?

What's got your goat this month?

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Mouthy readers mouthing off!

73 BACK ISSUES

Whaddya mean you missed a mag? Sort it!

88 DATABASE

Information overload! It's all in here!

74 SWAPSHOP

One cart! Cart for sale! It's going cheap...

98 NEXT MONTH...

E3! Surprises galore, and more!

76 THE PRO CREW

Join or Tip-X'll disintegrate ya!

What? If I join the Crew I get all that stuff and might win this? Cool!

Tip-X's Final

lover

Handy Guide

Part

Give Frankie the finger and get Glover heading for the ending...

Prehistoric

Level 3

THE THIRD area of Fortress of Fear is set on the rooftops of the towers. Head left, and slap the ball over the gap. Double jump over and continue up the walkway.
Watch out for the dark patch beneath the first two Garibs you see. It will fall away if touched.

Bounce the ball onto the next ramp, and roll off the other side. Turn to face the guillotine and as it moves upwards go underneath. Bounce the ball onto the next wooden ramp and roll up it, following the walkway round. You will come to a platform with a very fast moving electrical block and a Dibber.

Release the ball, and fist-slam the Dibber, dodging the electric spark by jumping when it swings around. Collect the ball, and quickly roll it around the machine, following the spark as it goes around.
Leave the ball on the wooden walkway and fist-slam the two Dibbers. Then collect the ball and continue.
Make sure you hit the checkpoint at the top of the ramp.

Head left, and roll onto the first coffin. When it touches another coffin, roll from one to the other. The second coffin will move to a wooden platform, so bounce the ball off onto that. The next part is tricky. A ramp with a hole in it blocks your path. Bounce onto the ramp, and carefully fight the slope and work your way round it.

Roll up the ramp afterwards, and hit the checkpoint. ▶

CHEAT ZONE Glover - Level

Release the ball and walk up to the extra life. Some spikes will come out of the ground, stopping you from getting the extra life. However you can tiptoe carefully through the spikes by just nudging the analogue stick in the direction you wish to go. Tiptoe into the spikes and collect the extra life, and then go back again to collect the ball.

Continue along the walkway, and leave the ball in front of the next stone platform on the right. Walk to the right and jump onto the swinging platform, and then off onto the platform behind it. Collect the Garibs and the Beachball power-up, and head back to collect the ball. The ball will have now changed into the Beachball. Take it along the walkway to the right, and up the steep slope.

Roll the ball over the stone walkway, avoiding the grey area that will fall away if rolled onto. You will come against a portcullis door blocking your way. Bounce and throw the Beachball over the portcullis, and when it lands on the target on the other side it will raise the gate. Roll the ball up to the top of the ramp.

Stand on the metal block at the top, and bounce and throw the ball onto the swinging platform. Jump on quickly but leave the ball, and quickly jump onto the other platform. Roll the cannonball off the edge of the platform, then return to the swinging platform to collect the ball. Throw the ball onto the next platform, and jump on afterwards.

Head to the stepped platform and roll into one of the grooves. When the moving platform pulls up alongside, roll onto it inside the grooves, and wait until it moves and gets to another platform. Bounce up onto the other platform, and activate the ball switch to drop some spikes at the top of the tower. Then return to the platform where you found the cannonball.

Slap the ball into the entrance to the tower, and jump into the entrance after it. You will be teleported over to the other side.

Follow the walkway round, and hit the checkpoint. Head to the coffins, and roll onto them as the next one you want to roll onto moves downwards. Follow the slippery rooftops along until you reach a large rotating wooden platform. Bounce the ball onto this once one side becomes level, then quickly roll off onto the other side.
Here you will find a rooftop that is covered in electricity

You're lucky. I've got wheels stuck through my neck

PREHISTORIC LEVEL 3

GLOVER KEY

- Start of level
- End of level
- Star switch
- Rubber switch
- Transform to Rubber Ball
- Transform to Ball Bearing
- Transform to Bowling Ball

Walkthrough

sparks. Time your moves as soon as a spark disappears. You'll have to continually struggle against the slope while you wait for a spark to die away.

After the electricity wait for the metal teeth to close, and quickly roll the ball over. Leave the ball on the blue area of roof, and then go back to the teeth to collect the extra life. When they open fully, double jump to get the life, by the time you land they will have closed. Quickly jump back off again & run past the ball.

Jump onto the slippery roofs, taking care when running on the slope. Sam-Tex will come bounding towards you, so cling onto the floor near the pipe when he explodes. Go back and collect the ball, taking care when bouncing and then rolling it over the steep roofs. Head up the slope to two rotating barrels.

As the barrel on the left becomes flat on top, roll the ball on and roll over to the platform on the left. Here you can hit a checkpoint. Stand on the ramp in front of the barrel, and bounce and throw the ball over to the next main section diagonally on the left. Jump after the ball.

You will now find that large sections of the walls with spikes will slide away into the walkway. Wait by the opposite wall, and when the spikes move away from you proceed past their path. Head up the wooden ramp, and release the ball at the top.

Walk towards the tower at the end, and push the two cannonballs off the edge of the walkway. Run back to collect the ball, and bounce it up the stairs into the exit teleporter.

Secrets

In the middle of the sliding spiky blocks near the end of the level there is a hidden extra life. After the first sliding block go to the left wall and double-jump on the ball. You'll find the extra life is on top of the left hand wall.

At the very end of the level there are two high walls on either side. Place the ball next to the wall, and fist-slam it. Then double jump whilst in mid-air to get on top of the battlements. On each side you will find two extra lives!!

Frankie will first attempt to kick you off the platforms. If Frankie is electrically charged he will electrify a platform, and you won't be able to jump onto it.

First leave the ball in a safe corner between two platforms. Then jump onto the lowest platform, and jump around to the highest platform directly opposite. Fist-slam this three times. Whenever you lower a platform, a bolt of electricity will hit Frankie and will stun him for a split second. Jump onto each of the platforms on either side of the platform you've just lowered, and lower them twice each. Then jump back onto the platform in the middle and lower it twice so it's on its lowest position of one rung.

If at any point you lower a platform too far, simply work your way round to lower the opposite platform. If this is not possible you can fist-slam the reset switch on the floor of the dungeon.

Now jump down, avoiding Frankie, and collect the ball. Bounce and throw it onto the lowest platform, and then bounce and throw the ball onto the next platform. Double jump onto the next platform, and repeat the process until you get to the highest platform. If you are having trouble, you can avoid being shaken by Frankie's kicks if you float in mid-air mid-throw, and then cancel the throw move!

At the top, throw the ball at the switch. This will lower the exit platform, and Frankie will go to pieces.

That's all for Glover!

Prehistoric Boss

THE Fortress of Fear boss is Frankie. To defeat him, you must escape from his dungeon by reversing the position of the brass platforms so that you can reach a switch at the top of the level. Each platform is linked to its opposite platform, so when you fist-slam a platform to lower it, the opposite one will rise.

The Chea

Vigilante 8

VIGILANTE 8™

Outrageous cars, ridiculous guns and spray on hairdos, it can only be Vigilante 8. And what better way to enjoy its delights than to cheat the arse off it!

ALL CARS
Enter the code GANGS_UNLOCKED as a password to open up all the cars (except the UFO)

THE UFO
Tap in the code GIMME_DA_ALIEN to bomb around as the UFO.

IDENTICAL VEHICLES IN MULTIPLAYER
Type in MIX_MATCH_CARS as a password to have more than one player in the same car.

STRONGER MISSILES
Enter MISSILE_ATTACK on the password screen to power-up your missiles.

INVINCIBILITY
Go to the password screen and type in LIVING_FOREVER to become indestructible.

RAPID FIRE
Type in FIRE_NO_LIMITS at the password screen to get quick firing weapons.

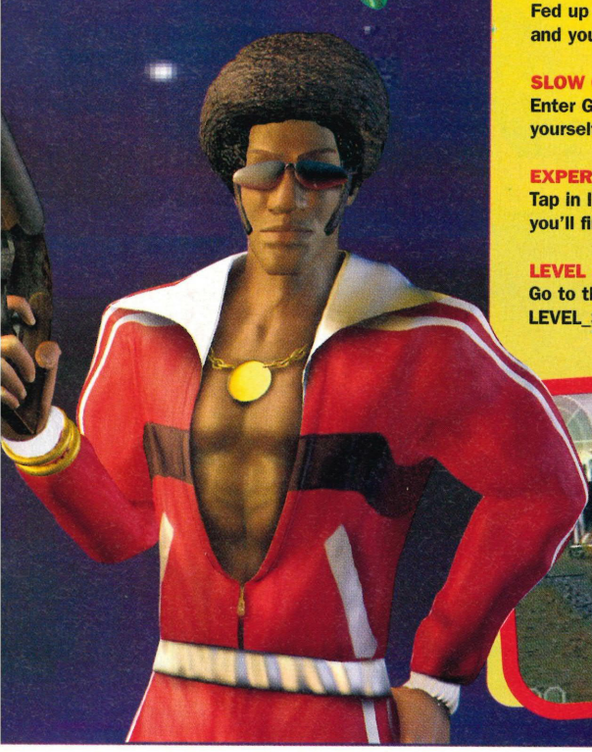
LOW GRAVITY
Go to the password screen and type in A_MOON_GETAWAY and you'll be jumping for miles.

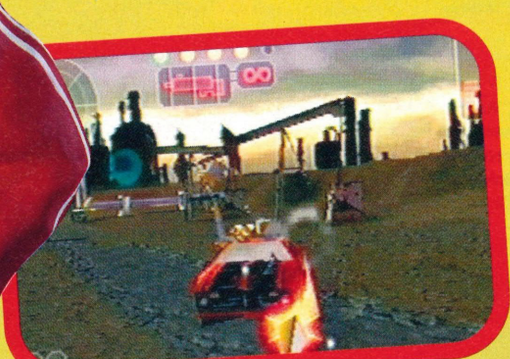
NO ENEMIES
Fed up with playing the game? Tap in POPULATION_OUT and you'll be able to play on your own.

SLOW GAME
Enter GO_REALLY_SLOW as a password and you'll find yourself crawling along.

EXPERT MODE
Tap in I_AM_TOUGH_GUY on the password screen and you'll find yourself in a world of pain.

LEVEL SELECT
Go to the password screen and type in LEVEL_SHORTCUT to choose any level you want.





ALL CARS AND TRACKS
Enter the code JTBT7CFD1LRMGW to get all the cars and tracks including the awesome Super Dreamland64 track!

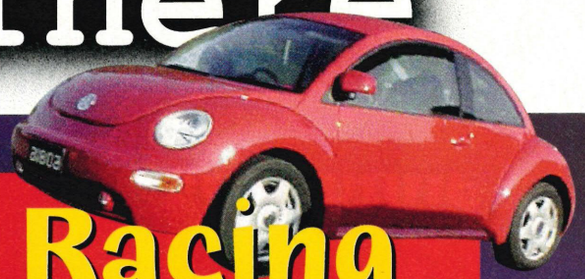
END SEQUENCE
Enter LONG_SLIDESHOW and you'll be able to skip the game and just watch the ending.

HI-REZ MODE
Tap in MAX_RESOLUTION at the password screen and you'll be able to play the game with stunning looking graphics.

BATTLETANX
Tank smashing is a top laugh and this game is the best of the lot. To open up these cheats go to the password screen and type in the following (we've also got what the cheats stand for).

CHEAT CODE
Invincibility
MSTSRVV
Unlimited Lives
LVFRVR
All Weapons
PLVRZM
Unlimited Ammunition
LTSFBLLTS
Invisibility
CRSTLCLR
All Gangs - Campaign Mode – LTSLTSGNGS

ts are Out There



Beetle Adventure Racing

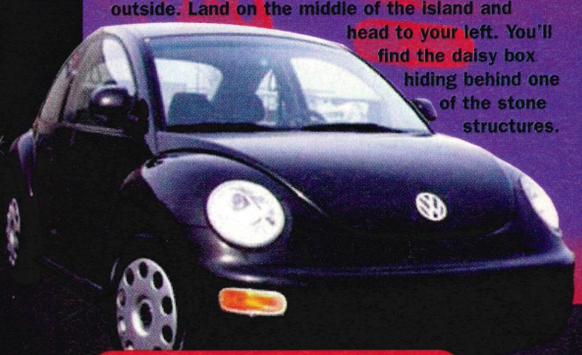
It's the best racing game on the N64 and it's crammed full of secrets. I've opened up all the hidden boxes - oh and there're some great cheats too!

TURBO START
When the countdown is starting, wait until it says "go" and quickly press the L button. You'll find the car suddenly starts going at 50 mph and begins flashing. You'll get off to a quick start and be able to drive straight through the other cars. You can also use the L button when you've fallen off a ledge or lost your way to get back on the track.

DAISY BOXES
The key to opening up all the secrets in Beetle Adventure Racing is to find the hidden daisy boxes. These boxes can be found on the tracks when playing the Championship mode. When you hit a box you'll hear a voice say "groovy" and under the options screen you'll find a cheat menu has opened up.

COVENTRY COVE
DAISY BOX ONE
Go round the track until you find the barn with the two haystacks in front. Smash through the haystack on the left to get the daisy box.

DAISY BOX TWO
About halfway around the track you'll find a jump on the left that takes you over an island with several Stonehenge structures dotted around the outside. Land on the middle of the island and head to your left. You'll find the daisy box hiding behind one of the stone structures.



DAISY BOX THREE
This one is difficult to get but worth the effort. As you're going through the village take a sharp left to go down to the docks. As you hit the ramp make a sharp right turn and you'll go over the docking house and into large area where you'll find the box.

MOUNT MAYHEM
BOX ONE
Drive around the track until you reach the snowy area. Jump off the first ramp and follow the path until you can turn left to fall onto the big snow area. Turn around and drive back up to find the box.

INFERNO ISLE
BOX ONE
On your last lap head towards the finish line (but don't cross it). You should see a row of houses in front of you. Drive through the last house to get to the box.

SUNSET SANDS
BOX ONE
Drive along the right of the course from the start and straight up the small hill to find the first daisy box.

BOX TWO
When you take the first jump over the river take the short cut on the left (after you pass the right-hand sign). Follow the shortcut over the two jumps and as soon as you land on the area with a ramp leading to the temple drive to the right hand corner to find the box.

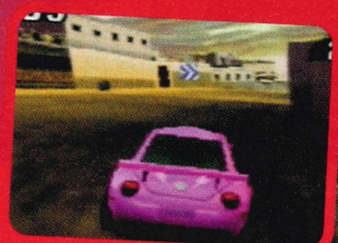
BOX THREE
Drive to the first village and take the shortcut on the right to get to the crossroad section. Now turn to the left and you'll see some boxes hiding under an overhang. Smash through the wooden boxes to get to the daisy box.

METRO MADNESS
BOX ONE
Follow the path along the railroad until the end but before you get off stop and look to the left on top of the building. You should be able to see the daisy box on the corner of the tower. To get to the box you have to drive backwards on the road until you pass the stairways on the right. Turn around and head up the stairs. Now make your way over to the next rooftop on the right to get the box.

BOX THREE
Near the end of the race (after three consecutive left handers) you'll be on a straight road with a path on each side leading to a bridge. You'll find the box hiding inside the red bridge.

WICKED WOODS
BOX ONE
Head through the clock tower, turn to the left and drive into the front of the building. You should see the daisy box on the left hand side of the clock tower.

BOX TWO
Go through the village (the one where the road splits into two) and take the shortcut on the left (don't touch the nitro). Aim for the 10 point box and you drop to the daisy box just behind it (you may have to try different speeds to get it).



GoldenEye 007

DEAR TIP-X
I can't seem to complete statue park on GoldenEye and I'm stuck. I can't find the flight recorder. I need help! Now!
Daniel Devine, Kent

Right Daniel here's what to do. When the helicopter explodes you should already be running down the hill. Keep dodging and shooting and you'll find the flight recorder at the bottom of the hill. It's usually in plain sight, but you may have to search around the statues. It's always around there somewhere, so don't bother wandering off to the other areas. Tip-X

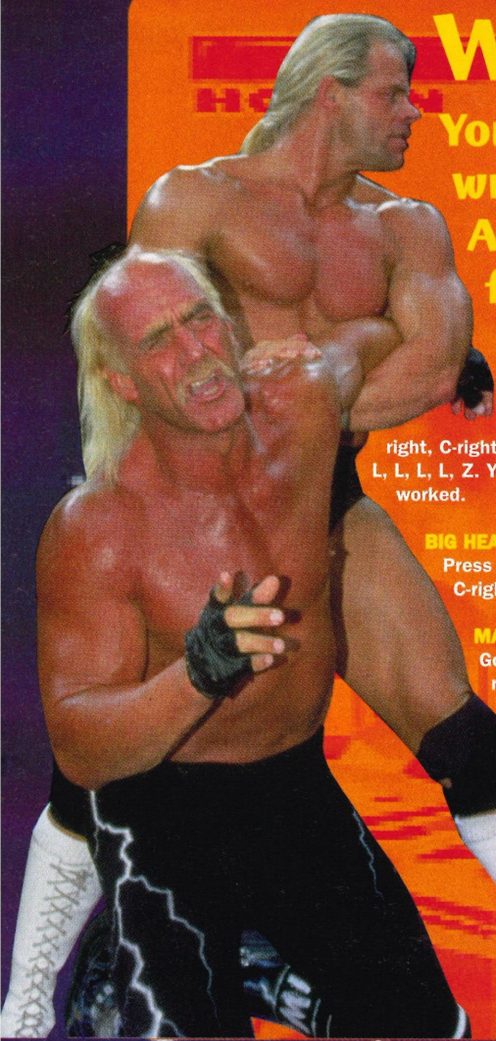
Where's That Button?

CHEAT ZONE

The Cheats are Out There

WCW Nitro

You just can't move for wrestling games on the N64. And here's a stack of cheats for Nitro that'll make it even more fun



ALL WRESTLERS
Go to the title screen and press C-right, C-right, C-right, C-right, C-left, C-left, C-left, C-left, R, R, R, R, L, L, L, L, Z. You'll hear a sound confirming the code has worked.

BIG HEADS
Press C-right, C-right, C-right, C-right, C-right, C-right, C-right, Z on the options screen.

MASSIVE HEADS
Go tot he options screen and press C-right, C-right, C-right, C-right, C-left, C-right, C-left, C-right, Z to get huge noggins.

GROWING HEADS
Go to the options screen and press C-left, C-left, C-left, C-left, C-left, C-left, C-left, L, Z. Each time a wrestler is hit his head will get bigger.

BIG HANDS
Go to the mode selection screen and tap in L, L, L, L, L, L, C-left, C-left, C-left, C-left, C-left, C-left, C-left, C-left, C-left, C-left, C-left, C-left, C-left, C-left.

EXTRA RINGS
Go the title screen and press C-left, L, C-right, R, C-left, L, C-right, R, Z and a sound will confirm that you've got the code right.

SELECT ANY RING
Go tot he options screen and press C-right, R, C-right, R, Z. Now you can press Z to choose the next ring.

YMCA DANCING
Use the above code to choose the disco ring. Now press B to do your taunt and the wrestlers will do the YMCA dance instead.

WCW Characters

Yet more famous people join the WWF. Keep sending in your home-made characters for this cracking wrestling game. Thanks to Mark O'Connell from Limerick for sending in these grapplers

BABY SPICE
Body: Skirt
Face: 4
Hair: Over one eye
Tanktop: Sea Breeze, Long
Shorts: Cut off
Boots: Yellow

CARTMAN
Skin Colour: 1, 99
Skin Type: Plain
Body Type: Super Heavyweight
Face: 2, 99
Hair: Auburn - 50, 99
Accessories: Headband - 50, 99
Shirt: Denim - 0, 99
Gloves: Generic - 17, 99
Pants: Red - 0, 99
Belt: Chain 1 - 59, 54
Shoes: Black 1 - 0, 0
Kneepads: Bondage - 0, 66

CHEF
Skin Colour: 2, 49
Skin Type: Hairy
Body Type: Super Heavyweight
Face: 5
Hair: Auburn - 0, 0
Beard: 2 - 6, 59
Shirt: Generic 1 - 0, 99
Pants: Denim - 56, 60
Belt: Plate - 56, 60
Shoes: White
Accessories: Overalls 2 - 0, 0

LINK
Skin Colour: 1
Body Type: Skinny
Face: 1
Hair: Middle Parting
Shirt: Generic 1 - 30, 47
Belt: Aztec
Boots: Brown - 5, 51

MK Trilogy

DEAR TIP-X
Have you got any cheats for MK Trilogy?
Michael You, Long Buckley

No problem Michael here's some cheats for you. Tip-X

UNLIMITED CREDITS
On the Kombat mode screen tap D-down, D-down, D-up, D-up, D-right, D-right, D-left, D-left.

EXTRA OPTIONS
On the Kombat mode screen press D-up and start and new options will appear.

PLAY AS MOTARO
When you're on Jade's Desert, Wasteland or Kahn's Tower press the control stick left and press A and C-up before the match begins.

PLAY AS SHAO KAHN
On the rooftop or Pit 3 press down on the control stick and A and B before the match starts.

PLAY PONG
Play 50 two-player matches at once and you'll get to play Pong.

PLAY GALAGA
Fight over 100 two-player matches at once and you'll get to play a bonus Galaga-type game. Just what you always wanted eh?

PLAY SPACE INVADERS
Press Z when an object appears over the moon of the pit stage in a two-player match (a bell will ring if you've done it properly). The winner of the bout gets to play Space Invaders.

Tip-X Helpline

Post your tips, tricks or questions to Tip-X, N64 Pro, Freepost, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4NP (or tipx@idg.co.uk). The best tipsters will get a free Pro Crew membership!

Fountain of Knowledge

Zelda: The Ocarina of Time

Think you've seen all the sights of Hyrule? Think again! Zelda's a massive game and there're loads of hidden tricks to discover. This month you've uncovered how to steal hats and get free skull tokens...

Hat Stealing

Go to the fishing area as adult Link. You'll notice that the guy behind the counter is wearing a hat. Aim carefully and you can hook his hat right off his head. He'll shout and ask for it back.

You can cast the rod into the water and eventually the hat will sink to the bottom. He'll shout at you again and fine you 50 rupees. But it's a good laugh and he won't get his hat back.

David Russell, Birmingham

Hidden Bowser

If you look on Talon's zip you will see Bowser.

Sarah Davies, Chester

Easy Skultulla

Plant a bomb by the Northwest tree of Hyrule field. Go down the hole, kill the gold spider and stand as far back as possible.

Lock on, throw your boomerang, wait half a second and run to the exit pad.

Let the token reach you as you are disappearing and it will still count.

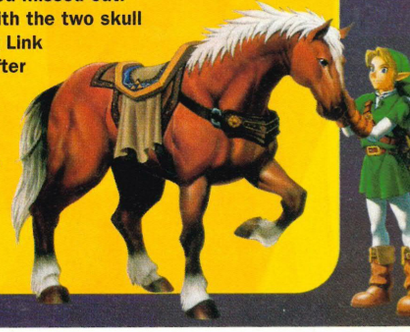
Go back to the grotto and the gold spider will have re-appeared.

Repeat the process to get easy spiders.

Oliver Bolton, Cranbrook.

Dear Tip-X

In issue 20 you didn't catch every heart piece. Here's the three that you missed out.
1 - Lost Woods - Jam with the two skull kids when you're young Link
2 - Kakariko Village - After racing Dampe's ghost it's on a ledge in the Windmill (adult Link).
3 - Lake Hylia - Catch a 10 lb. fish in the fishing game (adult Link).



PRO ARE

Beware! You are about to enter The Pro Arena. The venue for the greatest gamers to flex their N64 muscle, displaying their toughest times and strongest scores. Tortoise-like 1080 times will cut no ice here. But if your Zelda exploits are legendary and your Banjo times un'bear'ably brilliant enter the Arena and let battle commence.

1080º Snowboarding

Air Make

51,900	Andrew Densley, Bath
51,900	Mark Helps, Southampton
51,800	Toon Van Craeyevelt, Belgium
31,550	Joel Derbyshire, Shropshire

Half Pipe

125,710	Toon Van Craeyevelt, Belgium
108,472	Andrew Densley, Bath
68,419	Tom Reynolds, N. Ireland
67,435	David Sanderson, Worcester

Contest

210,552	Kevin Seeney, Suffolk
198,822	Peter Tweedie, Woking
196,264	Andrew Densley, Bath
190,169	Tom Reynolds, N Ireland

Crystal Lake

1:03:16	Brent Bush, Isle of Man
1:03:16	Toon Van Craeyevelt, Belgium
1:03:29	Jan-Erik Spangberg, Sweden

Best Score

126,947	Tom Reynolds, N Ireland

Crystal Peak

1:27:97	Brent Bush, Isle of Man
1:28:50	Brian Birkmyre, Leamington Spa
1:28:53	Robbie Bebb, Powys

Best Score

82,448	Kevin Seeney, Suffolk

Deadly Fall

1:08:57	Kevin Seeney, Suffolk
1:08:83	Tom Reynolds, N. Ireland
1:08:93	Brent Bush, Isle of Man

Best Score

160,276	Tom Reynolds, N Ireland

Dragon Cave

1:28:14	Kevin Seeney, Suffolk
1:28:57	Andrew Harvey, Reading
1:29:33	Jan-Erik Spangberg, Sweden

Best Score

93,776	Tom Reynolds, N. Ireland

Golden Forest

1:20:12	Jan-Erik Spangberg, Sweden
1:21:14	Brent Bush, Isle of Man
1:21:70	Kevin Seeney, Suffolk

Best Score

80,188	Tom Reynolds, N. Ireland

Mountain Village

1:31:08	Adam Charlton, Huntingdon
1:31:50	Brent Bush, Isle of Man
1:31:64	Jan-Erik Spangberg, Sweden

Best Score

101,890
Tom Reynolds, N Ireland

GoldenEye 007

Aztec Complex
04:27 ACC 100% Richard Dunn, Lincolnshire

Bunker
00:26 ACC 100% Danny Dunn, Lincolnshire

Cradle
00:49 ACC 100% Richard Dunn, Lincolnshire

Control Centre
04:27 ACC 100% Richard Dunn, Lincolnshire

Dam
00:57 ACC 100% Richard Dunn, Lincolnshire

Facility
00:56 ACC 100% Richard Dunn, Lincolnshire

Frigate
00:45 ACC 100% Danny Dunn, Lincolnshire

Jungle
01:10 ACC 100% Richard Dunn, Lincolnshire

Runway
00:25 ACC 100% Danny Dunn, Lincolnshire

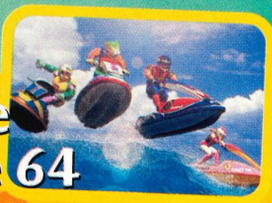
Silo
07:23 ACC 100% Alan Campbell, Cambs

Streets
01:22 ACC 100% Richard Dunn, Lincolnshire

Surface
00:57 ACC 100% Danny Dunn, Lincolnshire

Train
01:38 ACC 89.6% Sam Doyle, Glossop

Wave Race 64



Drake Lake

1:36:645	Liam O'Brien, Liverpool

Glacier Coast

1:34.044	Stuart Richards, Surrey
1:36:554	Jan-Erik Spangberg, Sweden

Marine Fortress

1:43:359	Liam O'Brien, Liverpool

Port Blue

1:24:967	Greg Ihnatenko, Stockport

Sunny Beach

1:19:546	Andrew Harvey, Reading
1:22:855	Liam O'Brien, Liverpool

Sunset Bay

1:13:860	Greg Ihnatenko, Stockport
1:25:570	Stuart Richards, Surrey
1:35:028	Andrew Harvey, Reading

S Island

1:36.894	Stuart Richards, Surrey
1:40:861	Rob Porter, Warrington
1:42:294	Tom Miller, Stourbridge

Twilight City

1:54:803	Liam O'Brien, Liverpool

Legend of Zelda: Ocarina of Time

Horse Race

00:47	Daniel Berry, Bolton
00:47	James Dransfield, Manchester
00:47	Martin Oliver, Watford
00:47	Tom Reynolds, N.Ireland
00:47	Jamie Shrimpton, Worcestershire
00:47	Peter Tweedie, Woking
00:48	Kanai Brand
00:48	Gavin Leithall, Devon

Archery

2,000	Daniel Berry, Bolton
2,000	Kanai Brand
2,000	Chris Haynes, Wycombe
2,000	James Kaplonek, Hants
2,000	Ryan Lilley, Aberdeen
2,000	Martin Oliver, Watford
2,000	Tom Reynolds, N. Ireland
2,000	Peter Tweedie, Woking

Diddy Kong Racing

Ancient Lake

00:34:76	Adam Charlton, Cambs
00:35:93	Stuart Richards, Surrey
00:42:10	Rob Pierce, Salisbury

Boulder Canyon

01:33:81	Danny Dunn, Lincolnshire
01:36:30	Kevin Seeney, Suffolk
01:37:25	Stuart Richards, Surrey
01:43:26	Andrew Harvey, Reading

Crescent Island

01:05:63	Stuart Richards, Surrey
01:14:31	Richard Dunn, Lincolnshire
01:21:41	Kevin Seeney, Suffolk
01:24:61	Andrew Harvey, Reading

Darkmoon Caverns

01:42:60	Stuart Richards, Surrey
01:49:03	Richard Dunn, Lincolnshire
01:52:75	Kevin Seeney, Suffolk
01:55:76	Rob Pierce, Salisbury

Everfrost Peak

01:20:10	Stuart Richards, Surrey
01:30:91	Kevin Seeney, Suffolk
01:36:83	Adam Lamb, Leicestershire
01:37:40	Andrew Harvey, Reading

Fossil Canyon

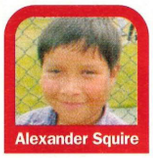
00:59:91	Stuart Richards, Surrey
01:06:45	Adam Charlton, Huntingdon
01:11:83	Richard Dunn, Lincolnshire
01:12:50	Kevin Seeney, Suffolk

Frosty Village

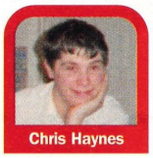
01:20:60	Richard Dunn, Lincolnshire
01:20:76	Kevin Seeney, Suffolk
01:21:96	Stuart Richards, Surrey
01:27:56	Andrew Harvey, Reading

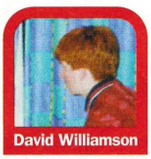
NA

Gaming Gladiators


Alexander Squire

Brent Bush

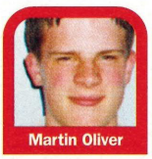

Chris Haynes


David Williamson

Gavin Liethall

Kanai Brand

Mark Helps


Martin Oliver

Richard Dunn, Lincolnshire wins a Pro Crew Membership for some rather smart DKR, F-Zero X and GoldenEye times and scores. Well done the Dunn Bros. There's a FREE Pro Crew membership winging its way to you as we speak. No fighting over it now lads. Save your strength for battling in the Arena.

2,000	David Williamson,
1,960	Paul Haggie, Cleveland
1,960	Marc Keeling-Vincent, W Sussex
1,920	Stuart Richards, Surrey
1,880	Jamie Shrimpton, Worcestershire
1,480	Alexander Squire, Dorset

Marathon

01:03	Kanai Brand
01:04	Derek Cook, Beds
01:04	James Dransfield, Manchester
01:05	Tom Reynolds
01:06	Jamie Shrimpton, Worcestershire
01:07	Gavin Shepherd, Sheffield
01:07	Kevin Seeney, Suffolk

Fishing

20lbs	Michael Downey, Kent
20lbs	Mandee Keeling, W Sussex
20lbs	Tom Reynolds, N.Ireland

F1 World Grand Prix

Fastest Laps

Australia

00:39:04	Jan-Erik Spangberg, Sweden
01:02:54	Richard Dunn, Lincolnshire

Brazil

01:00:24	Paul Stevens, Kent

Britain

00:57:48	Chris Dunn, Lincolnshire
01:04:39	Stuart Richards, Surrey

Germany

00:38:09	Jan-Erik Spangberg, Sweden
01:09:77	Paul Stevens, Kent
01:13:36	Chris Dunn, Lincolnshire

Italy

01:01:11	Paul Stevens, Kent

Japan

00:38:09	Jan-Erik Spangberg, Sweden
01:12:18	Chris Dunn, Lincolnshire

Monaco

00:58:16	Chris Dunn, Lincolnshire

Greenwood Village

01:19:21	Kevin Seeney, Suffolk
01:19:31	Stuart Richards, Surrey
01:23:25	Richard Dunn, Lincolnshire
01:29:45	Andrew Harvey, Reading

Haunted Woods

00:50:75	Kevin Seeney, Suffolk
00:53:06	Stuart Richards, Surrey
00:54:05	Kevin Seeney, Suffolk
00:55:86	Richard Dunn, Lincolnshire

Hot Top Volcano

00:53:63	Stuart Richards, Surrey
01:15:75	Richard Dunn, Lincolnshire
01:17:93	Rob Pierce, Salisbury
01:18:76	Kevin Seeney, Suffolk

Jungle Falls

00:41:70	Stuart Richards, Surrey
00:43:50	Adam Charlton, Huntingdon
00:53:20	Andrew Harvey, Reading
00:58:60	Brent Bush, Isle of Man

Pirate Lagoon

01:04:31	Stuart Richards, Surrey
01:04:36	Rob Pierce, Salisbury
01:05:73	Jan-Erik Spangberg, Sweden

Snowball Valley

00:53:40	Richard Dunn, Lincolnshire
00:53:80	Kevin Seeney, Suffolk
00:54:63	Stuart Richards, Surrey
00:57:40	Andrew Harvey, Reading

Spacedust Alley

01:24:26	Stuart Richards, Surrey
01:43:40	Richard Dunn, Lincolnshire
01:47:51	Kevin Seeney, Suffolk
01:51:05	Rob Pierce, Salisbury

Star City

01:25:55	Stuart Richards, Surrey
01:26:86	Kevin Seeney, Suffolk
01:30:45	Rob Pierce, Salisbury
01:30:90	Richard Dunn, Lincolnshire

Spaceport Alpha

01:23:11	Stuart Richards, Surrey
01:44:35	Kevin Seeney, Suffolk
01:44:60	Richard Dunn, Lincolnshire
01:53:30	Adam Lamb, Leicestershire

Treasure Coves

00:48:66	Kevin Seeney, Suffolk
00:49:06	Richard Dunn, Lincolnshire
00:51:00	Stuart Richards, Surrey
00:51:71	Andrew Harvey, Reading

Walrus Cove

01:29:05	Stuart Richards, Surrey
01:39:66	Kevin Seeney, Suffolk
01:40:95	Richard Dunn, Lincolnshire
01:55:03	Andrew Harvey, Reading

Whale Bay

00:57:85	Stuart Richards, Surrey
00:59:63	Danny Dunn, Lincolnshire
01:01:96	Kevin Seeney, Suffolk
01:02:21	Sam Doyle, Glossop

Windmill Plains

01:21:80	Stuart Richards, Surrey
01:45:93	Richard Dunn, Lincolnshire
01:51:96	Kevin Seeney, Suffolk
01:57:76	Adam Lamb, Leicestershire

F-Zero X

Big Blue

01:22:983	Richard Dunn, Lincolnshire

Big Hand

02:09:511	Richard Dunn, Lincolnshire
02:29:573	Andrew Harvey, Reading

Death Race

00:46:62	Jan-Erik Spangberg, Sweden
00:47:395	Richard Dunn, Lincolnshire
00:53:45	Duncan Mackay, Scotland

Mute City 1

01:28:805	Richard Dunn, Lincolnshire

Mute City 3

01:28:805	Richard Dunn, Lincolnshire
01:46:949	Andrew Harvey, Reading

White Land

01:26:437	Richard Dunn, Lincolnshire
01:42:245	William Smith, Ryton
01:43:288	Andrew Harvey, Reading

Rainbow Road

01:57:525	Richard Dunn, Lincolnshire
02:19:785	Andrew Harvey, Reading

Red Canyon

01:13:313	Richard Dunn, Lincolnshire
01:19:757	Andrew Harvey, Reading

Sector Beta

01:31:773	Richard Dunn, Lincolnshire

Space Plant

01:48:750	Richard Dunn, Lincolnshire

PRO ARENA

Star Wars: Rogue Squadron

Ambush Mos Eisley
01:01 Gold — Richard Dunn, Lincolnshire

Search for Nonnah
03:36 Gold — Richard Dunn, Lincolnshire

Jade Moon
01:30 Gold — Richard Dunn, Lincolnshire

Banjo Kazooie

Completed Game
2:46:17 — Kevin Seeney, Suffolk
2:59:46 — Jan-Erik Spangberg, Sweden

Bubblegloop Swamp
0:14:39 — Kevin Seeney, Suffolk
0:15:19 — Jan-Erik Spangberg, Sweden

Clanker's Cavern
0:08:47 — Kevin Seeney, Suffolk
0:09:01 — Richard Dunn, Lincolnshire
0:12:07 — Jan-Erik Spangberg, Sweden

Click Clock Wood
0:29:00 — Jan-Erik Spangberg, Sweden
0:43:46 — Kevin Seeney, Suffolk

Freezeezy Peak
0:13:34 — Kevin Seeney, Suffolk

Gobi's Valley
0:13:46 — Kevin Seeney, Suffolk
0:15:58 — Jan-Erik Spangberg, Sweden

Mad Monster Mansion
0:14:16 — Jan-Erik Spangberg, Sweden
0:15:48 — Kevin Seeney, Suffolk

Mumbo's Mountain
0:05:27 — Richard Dunn, Lincolnshire
0:05:43 — Kevin Seeney, Suffolk
0:06:40 — Jan-Erik Spangberg, Sweden

Rusty Bucket Bay
0:18:56 — Kevin Seeney, Suffolk

Treasure Trove Cove
0:08:18 — Richard Dunn, Lincolnshire
0:10:37 — Jan-Erik Spangberg, Sweden
0:10:55 — Kevin Seeney, Suffolk

How To Enter...

Don't worry if you can't fill in all the Game and Achievement spaces, just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of Britain's Top Gamers – the sooner you send off your entry, the sooner your face'll appear in the mag

Name

Address

The Pro Arena

Game

Achievement

Game

Achievement

Game

Achievement

We want your challenges!

Have you got a gaming achievement that you're proud of? Fancy pitting your gaming prowess against both the N64 Pro team and fellow readers alike? Send us your times

Lylat Wars

Max hits
2056
Richard Dunn, Lincolnshire

Mario Kart 64

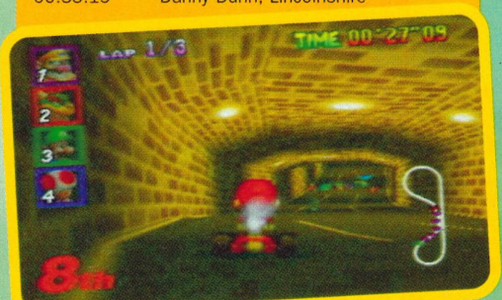
Luigi Raceway
00:56:96 — Richard Dunn, Lincolnshire

Choco Mountain
01:00:56 — Richard Dunn, Lincolnshire

Toad's Turnpike
01:57:79 — Richard Dunn, Lincolnshire

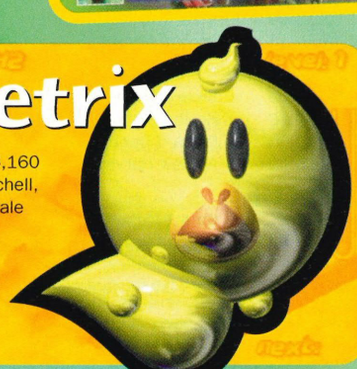
Wario Stadium
00:21:22 — Richard Dunn, Lincolnshire

Yoshi's Story
00:35:19 — Danny Dunn, Lincolnshire



Wetrix

110,366,160
Paul Mitchell, Rossendale

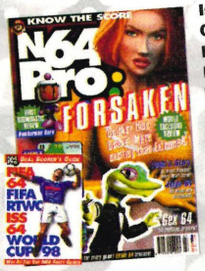


Oops! Last month's Arena Champ was Kevin Seeney, from Suffolk but somehow we ommitted to tell you. Sorry Kev. Anyway the Pro Crew Membership is on its way mate. Cheers.

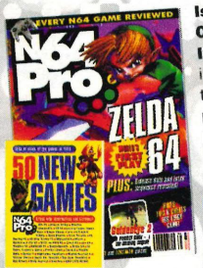
BACK ISSUES

Each back issue costs £4, (there's only a few left!), so fill in the form and send it off with your chosen method of payment. Get a move on while stocks last...

Issue 6 April
Cover: Snowboard Kids
Inside: Famista 64, Rampage Augusta Masters, NBA Pro '98, Tohkon Road, Virtual Hiryu No Ken
FREE **Cheat Zone Guides** Special Part 1



Issue 9 July
Cover: Forsaken
Inside: Forsaken, Bomberman Hero, Powerful Pro Baseball, NBA Courtside, Rampage World Tour, Gex 64, Earthworm Jim 3D
FREE **Footy Guide book,** Free stickers

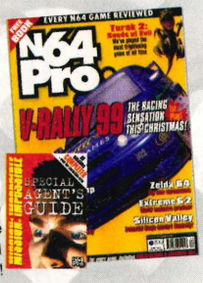


Issue 10 August
Cover: Zelda
Inside: E3 special issue: featuring all the games you'll be playing over the next 12 months. Plus, All Star Baseball
FREE **50 new games book,** plus the final set of free stickers

Issue 11 September
Cover: Banjo-Kazooie
Inside: Banjo-Kazooie, ISS World Cup '98, Mortal Kombat 4, Virtual Chess, MLB Starring Ken Griffey Jr.
FREE Know the Score book (**Gamer's survival guide**)

Issue 12 October
Cover: F-Zero X
Inside: F-Zero X, Mission: Impossible, 1080° Snowboarding, ISS '98, Dezaemon 3D, Star Soldier, Castlevania 3D, and Part 1 Banjo guide
FREE Are You **Britain's Top Gamer? Challenge book**

Issue 14 December
Cover: V-Rally Edition '99
Inside: NFL Blitz, NASCAR, Gex 64, Super Robot Spirits, Pocket Monsters Stadium,
FREE **Mission: Impossible Special Agent's guide** book. All the maps! All the tips and cheats!



Issue 16 January
Cover: Silicon Valley
Inside: Zelda: Ocarina Of Time, Turok 2, Wipeout 64, S.C.A.R.S., Extreme G2, Silicon Valley, Let's Smash, Zelda guide part 1
FREE **1999 calendar,** filled with the cream of N64 games for month's of constant drooling

Issue 17 February
Cover: South Park 64
Inside: Star Wars: Rogue Squadron, Top Gear Overdrive, Rush 2: Extreme Racing, Knife Edge, Bust-A-Move 3DX, South Park
FREE A **video** guide to N64's **essential games** of '99

Issue Twenty One May
Cover: Bug's Life
Inside: Mystical Ninja 2, All Star Baseball 2000, Twisted Edge Snowboarding, Triple Play Baseball California Speed, Wipeout mini-mag solution

FREE **Mammoth South Park book. All the hints, tips, codes and butt-kicking cheats**

Issue 20 Easter
Cover: Lego Racers
Inside: Lego Racers Vigilante 8, Monaco Grand Prix, Snowboard Kids 2, WCW Nitro, Beetle Adventure Racing **plus** massive mini-mag pull-out guide to Mario Party Glover guide part two
FREE **Big Fat N64 Cheats Book** – All the top cheats for all the No.1 games

Not got the full set yet? 'Bug' us for Back Issues until you do!

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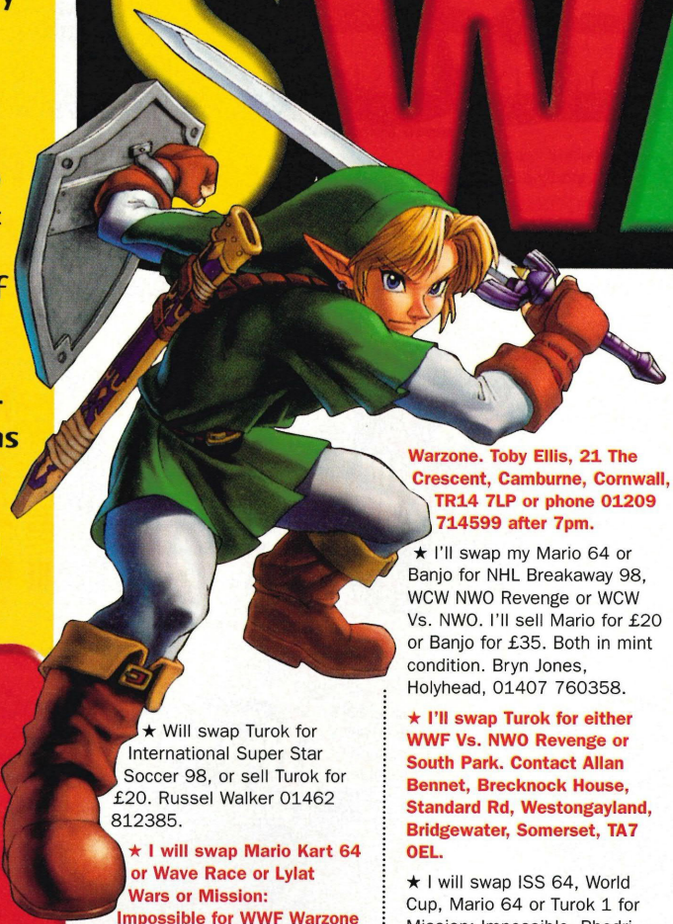
SWAPS

Blow the dust off those unused carts and get ready to swap them for someone else's equally hated games with Swap Shop. You can also use the Shout-Out section for whatever words of wisdom, or simple gibberish your diseased and over-active imaginations have spawned this month. Just fill in the form and send it off to us – Mark



Wanted

The most sought after games

1 South Park 64
Back again as the most wanted game of all
2 Zelda: The Ocarina of Time
Havent you got it yet?
3 WWF Warzone
Pin down a copy while you can
4 Turok 2
Everybody shoot the dinosaur
5 Banjo-Kazooie
The best bear and bird around

Not Wanted

What people are getting shot of

1 Mario Kart 64
Returns to the top
2 Mario 64
Grab a copy right now!
3 GoldenEye
How could you ever live without a copy of this?
4 Banjo-Kazooie
A fantastic platformer
5 V-Rally '99
This didn't take long to appear

★ Will swap Turok for International Super Star Soccer 98, or sell Turok for £20. Russel Walker 01462 812385.

★ I will swap Mario Kart 64 or Wave Race or Lylat Wars or Mission: Impossible for WWF Warzone or WCW vs NWO (nitro revenge) or NHL 99. Will also sell Wave Race for £30 ONO. Ben Davies, Manchester, 0161 7028635.

★ I will Swap Turok 1 or Snowboard Kids for preferably Blast Corps but Doom and Pilotwings would be OK. James Goymour, Deddington, 01869 338271.

★ I will swap Nagano Winter Olympics for Warzone or ISS 98, or will sell for £30; Banjo Kazooie £25, Quake £25, Mario £25, Mission Impossible £25, F1 WGP £35. Thanks a lot people. Adam Phillips, 21 Meadow Drive, Hendon, London, NW4 1SD, 0181 2033911.

★ I will swap you Top Gear Rally for Banjo-Kazooie. Please! Ryan Maxfield, Oswestry, 679177.

★ I want to swap my Mario 64, Mario Kart or a Spanish version of Mission: Impossible for Lylat Wars, Zelda, Pilot Wings, South Park or Banjo-Kazooie. Please, I'm desperate. Andrew Lavanchy, Thornton, 01253 820200.

★ Will swap FIFA 98 and F1 Pole Position for FIFA 99 or South Park, also swap Lylat Wars and Doom for Turok and Mission: Impossible. FIFA and F1 fully boxed. Robert Keightley, Londonderry, 01648 44753.

★ Will swap Lylat Wars for WCW NWO Revenge or WWF Warzone. Toby Ellis, 21 The Crescent, Camburne, Cornwall, TR14 7LP or phone 01209 714599 after 7pm.

★ I'll swap my Mario 64 or Banjo for NHL Breakaway 98, WCW NWO Revenge or WCW Vs. NWO. I'll sell Mario for £20 or Banjo for £35. Both in mint condition. Bryn Jones, Holyhead, 01407 760358.

★ I'll swap Turok for either WWF Vs. NWO Revenge or South Park. Contact Allan Bennet, Brecknock House, Standard Rd, Westongayland, Bridgewater, Somerset, TA7 OEL.

★ I will swap ISS 64, World Cup, Mario 64 or Turok 1 for Mission: Impossible. Rhodri Williams, 20 Brymogrig, Altwen, Pontartawe, Swansea, SA8 3DG, 865260.

★ I will sell Quake, EG, Blast Corps, Clayfighter or Mario for £15 - £35 each or sell the lot for £75. Please ring, I'm desperate. Master Adam Davies, Altrincham, 0161 9803674.

★ I will swap GoldenEye for Zelda, Turok 2 or Mission: Impossible. I have also got three cheats for it and have completed it on Agent Mode (box and instructions) Sean Robertson, 23 Ronaldsay Road, Woodend, Aberdeen, Scotland, AB15 6ND, 01224 310486.

★ I will swap Zelda for FIFA 99 or sell for £35. Zelda is with box and booklet expect same from FIFA 99. Simon Wyatt, 33 New Rd, Twyford, Reading, Berks, RG109FS.

★ Will swap Body Harvest for a good game. Best offer gets it, or will sell for best offer. David Gray, Lydd, 017973 320639.

★ I will swap or sell MK 64 and FIFA RTWC each for Banjo-Kazooie, Zelda, Turok 2. MK64 with no instructions but both in excellent condition. Howard Browning, Aldershot, 01252 317024.

★ Hi, I will swap F1 WGP for Turok 2, Zelda, Mario Kart, Wave Race or 1080º Snowboarding. Cheers. Ask for Leon Chapman, 279 Waterside Dv, Newstead, Blurton, SOT, ST33LG, 01782 322661.

★ I will swap FIFA 64 or Lylat Wars for Fighters Destiny. Blake Leatherman, 2 Rutland Courth, Haverhill, Suffolk, CB9 8HW.

★ I will swap Diddy Kong Racing (boxed and instructions) for Banjo-Kazooie, Yoshi's Story or South Park, or I will sell for £40 ono. Also for sale: Super Mario. Dean Shaw, 111 Marsden Road, Blackpool, Lancs, FY4 3DT.

★ I'll swap Wave Race for any good boxed game like Zelda, Banjo, GoldenEye or F-Zero X. Call Mike on 01524 732814 any time.

★ I will swap Bomberman 64 for WWF Warzone or sell for £22. Call Ben on 01279 771375. Please! PS. Mine is boxed and has instructions.

★ I'll swap MRC and Lylat Wars (no box) for Wetrix, Mission: Impossible or GT 64 for £35 or any decent game (with box and book in good condition). Phone Neil on 01298 83325.

★ I will swap Top Gear Rally (boxed) for GT 64, or will sell for £25. Michael Birchall, 01270 820540.

★ I will swap my WCW VS. NWO for your WWF Warzone,

Swap of the Month

★ I will swap GoldenEye 007 for Mission: Impossible, Zelda 64, South Park 64 or NBA Jam '99, WWF Warzone, Diddy Kong Racing. Please! Alan Succo, Brighton, 01273 695238.

Zelda or sell it for £30. Anthony Jones, Castleton, 01706 632469.

★ UK games for sale. Boxed with instructions. Zelda £30, Wave Race £20. Phone David McKinnie, St Ives, 01480 464621.

★ Will swap or sell Mission: Impossible £30 or F1 Pole Position £25. Will swap for any good game (boxed with instructions). Please be local. Thomas Snow, Godshill, Isle of Wight, 01983 840617.

★ I'll swap Mario for Silicon Valley or WCW Revenge. May sell for £25. Jamie Donague, Edinburgh, 0131 4660648.

★ I'll swap Extreme G or Turok for Rogue Squadron, V-Rally, Silicon Valley or Mission: Impossible. Must be boxed with instructions. Matt Woods, Guildford, 01483 232569.

★ Forasken for sale £20 - £30. Contact James, WAHOOTWO@YAHOO.COM, 01438 747638. Collect from Stevenage.

★ Hexen (boxed, instructions and cheats). Everybody loves it, if you don't have it you're missing out so buy it from me £25. It's a bargain! Turn monsters into ketchup as well. Joe Tingley, 45 Depot Road, Horsham, West Sussex, RH13 5HE, 252034.

★ I have new game Forsaken. Would like to swap for boxed DKR or Mission: Impossible. Can post if required. Helen Green, 621 Westwood, Windmillhill, Runcorn, Cheshire, WA7 6LN, 01928 773082.

★ I will swap the Action Replay cheat cartridge and Snowboard Kids for South Park or Rogue Squadron. Ask for Danny. Telephone 01268 742263.

★ Hi! I will swap Mortal Kombat Trilogy or Nagano Winter Olympics for WWF War Zone or WWF Attitude. I really want either of these. Harry Gibson, 01472 840072.

★ I'll sell Lylat Wars with rumble pak for £30 ONO or swap for any N64 game. Please, I am very, very desperate. Izah Qureshi, Gillinham, 01634 377373.

★ I'll swap my Snowboard Kids and Wave Rave 64 for Mortal Kombat. Julie Beale, Faversham, 01795 538089, call after six.

★ I'll swap Turok 2 or F-Zero X for either 1080, Silicon Valley, WipEout 64 or will sell for £30 each. Phone Chris after 5pm weekdays only on 01933 650630.

★ I will swap Doom 64 for F1 World Grand Prix. Come on, I'm dying to play it!!! Adam Greenwood, 01706 371800.

★ I'll sell my N64 with Zelda, GoldenEye, V-Rally, F1 WGP and Holy Magic Century. All games boxed and Memory

SHOP

Card + second controller. All this for £200 ono. Bargain! Kevin Rich, Walthamstow, 07957 477734.

★ N64 Steering Wheel, Arcade Shark, 2 Joy Pads, 3 Rumble Paks, 2 memory, 8 games Turok 2, F1 WGP, 007 GoldenEye, V-Pool, FIFA '99, WCW Vs NWO Revenge, Beetle Racing, Loads mags £200 ono. Andrew Lee, 17 Grainger Close, Edlington, Doncaster, S Gorlish, DN12 1QF, 01709 865557.

★ Action Replay cheating device for sale! Perfect condition and upgradeable. Has loads of cheats and more can be added. Must live in London, £30 ono. Box and book. Call Saurabh Kapoor, Queensway, 0171 7924766.

★ I want to swap a Sega Saturn with 1 pad and 2 fantastic games, mags and demos included. Will swap for any 3 N64 games e.g. South Park or Diddy Kong Racing, or will sell for £50.

★ Diddy Kong Racing and Mario 64 in boxes and instructions, £25 each or swap for any good game I.E. Banjo-Kazooie or WWF Warzone etc. Penpal required, I'm 14 yrs and on Internet. Stuart Horwood, 32 Chaucer Close, Canterbury, Kent, CT1 1XZ.

★ I'll swap PilotWings 64 for any decent game except Mario and racing games, or will sell it for £35. Please, I'm desperate! Ring Jason Barnard on 01480 213776.

★ I'll swap Clayfighter, Yoshi's Story or Banjo-Kazooie for South Park, Turok 2 or GoldenEye for 1080. Thomas Higgins, 7 Stoughton Drive South, Leicester, LE2 265.

Blag of the Month

★ For sale N64 + controllers, three R-paks, 1 memory card + steering wheel + 13 games inc Zelda, Turok 2, Warzone, F-Zero X, ISS 98 + more top titles. Worth £950. Sell for £600. Phone Paul Ramshaw 0707 880631. All games boxed.

★ I'll sell ISS 64 for £25 or swap for F-Zero X (no box or instructions). Adrian Hepburn, 12 Laurel Drive, Timperley, Altrincham, WA15 7DW, 0161 9040408.

★ I will swap Doom 64 for Zelda 64 or sell for £30. Christopher Crew, Dalkieth, 0131 6542697.

SHOUTOUT

You can use this section to send messages to yer mates or just holler out any gibberish that springs to mind

Daz it's me! I told you I was in this excellent mag. PS: If Mark Jones can see this stop reading and look at a Moaney Claystation mag instead. Luke Evans, Birmingham.

Pen Pal wanted, aged 10-14. I'm 10 and love 007 and 64. Please, please please (you get the picture). Pen Pal for Mum too who is horse mad!! Male or Female. **Paul Taylor, 4 Trinity Place, Bingley, West Yorkshire, BD16 2PR.**

I'd like a Pen Pal. I am a 12, my hobbies are playing computers, wrestling, fishing and football. If anyone replies I will be a great friend. **Rickey Nicol, 160 Bonnie View Drive, Heatherly Fold, Aberdeen, Scotland, AB16 7EY.**

Hi, I'm looking for a Pen Pal, I'm 14 and like computers, football and having a laugh. I will reply (100%). **David Powell, 4 Walton Road, Leverington, Wisbech, Cambridgeshire, PE13 5AJ.**

Hi, I'm looking for a Pen Pal. I'm 13, I like football and fighting games and N64 games. I will reply to anyone. **Mark Lane, 19 The Paddocks, Lancing, West Sussex, BN15 8DN.**

I've got all the cheats for Age of Empires: Rise of Rome! So just send 50p along with your telephone no. and address to **Van C, 13 Tormead Road, Guildford, Surrey, GU1 2JA.**

Cheats/ Tips send a SAE and a £1.50 cheque for full colour pictures and maps to **Andrew Lawes, 14 Bishops Close, Stratford on Avon, Warwickshire, CV37 7ED.**

12 year old boy would like penpal 10-12. If you write to me I will give you tons of Action Replay cheats. Which you ask for. **Simon Clague, please call 01624 862183.**

Robbie Keane is God! Neil shut your Rudi Poo Candy Ass up! N64 is in Greystation out. List of Dunces = **Ben, Ian, Graham, Danny, Grant, Isaac. By the Shave.**

Manchester United are the best and Liverpool stink. Also I fancy Cat Deely from SMTV Live and if she's reading this I would just like to say "Hi Cat!". By Same.

Come on Nintendo. I'm still waiting for a football managing game. I'll show Newcastle United how to win the league. **Martin Oliver, Watford.**

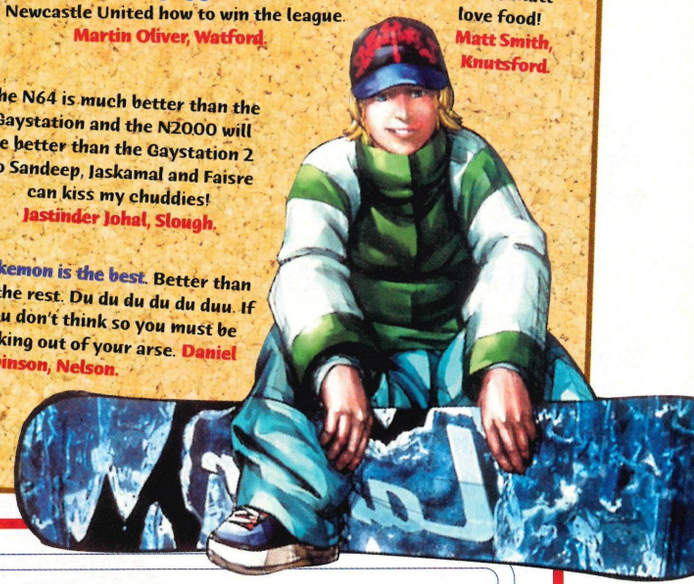
I love muffins, mmm food. Matt love food! **Matt Smith, Knutsford.**

Your N64 console or game won't work properly? You don't want to Spend £££? Then tell me and for 75p I'll tell you how to fix it! Coins only please. **Mark 'scamming scally' Jones (I'm not going to print your address - Mark).**

The N64 is much better than the Gaystation and the N2000 will be better than the Gaystation 2 so Sandeep, Jaskamal and Faisre can kiss my chuddies! **Jastinder Johal, Slough.**

To get the best news up-to-date events and a few cheats on the WWF get this sheet 50p each once a month. Phone 01685 844229 ask for **Michael Williams.**

Pokemon is the best. Better than all the rest. Du du du du du duu. If you don't think so you must be talking out of your arse. **Daniel Robinson, Nelson.**



More Shout Outs please! Feel free to Photocopy this form

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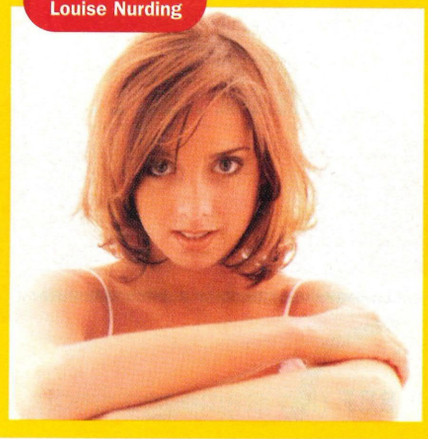
You RE

Real letters fro

Alright folks? Letters time again eh? Comes around quicker every month! Some good stuff this month, with one or two things bound to cause a stir – not least the picture of Louise in Paul Haggie's trousers! Calm down mate, you'll go blind y'know. Noely did...

"Could you print a pic of Louise, as I worship her at my shrine!"

Top babe Louise Nurding



A right nurding

FIRSTLY, first of all, or however you want me to start my letter, thumbs up to all the Pro Crew for producing some fine stuff. Right, sucking up over – I won't bore you to death listing 101 reasons why your mag's tops. As dedicated readers will know I have written twice before, and let's say I'm not the most popular with the DKR fans. I refuse to break my trend by saying that Turok 2 is a pile of cack. After forking out £40, just one week later I offloaded to a poor, poor chap for half price!

However (this may shock you) I want to say how much I loved Zelda 64! At one stage I was so pleased at my free game (competition – cheers guys!) that I thought it was better than sex! But it didn't take me long to snap out of that mode though. Once completed there isn't much staying power.

I also think the expansion pack is a rip-off. £30 for a minor graphical difference? I think not! Oh, and can you please print a pic of Louise Nurding as she is who I worship at my shrine. Top, top babe! If you see her, don't forget to hand over my address will you?
Paul Haggie, Cleveland

N64PRO FIRSTLY, we don't really mind how you start your letters, but we do mind when you come out with absolute garbage like 'Turok 2 is a pile of cack'. It's not, and we reckon you know it's not, you're just hoping you'll get another torrent of abuse next month. You're sick Paul mate, sadistic and sick! We'd certainly be interested to hear from anyone who goes along with your ludicrous point of view though.

On to your next point, it's difficult not to love Zelda, what with it being the best game ever made and all, but it's a bit annoying that people are having a dig at it not having much replayability. Quotes like "I played it non-stop for a month but after I finished it I soon got bored" seem to be arriving at the rate of about two a day at the moment. What more do you want? Average playing time is said to be around fifty hours, so that works out at less than a quid an hour. What else gives such good value for your money?

A cinema ticket's about five quid for 90 minutes! Metal Gear Solid on the PlayStation, £45 for about an hour's gameplay! Stop moaning! You don't know when you've got it good sometimes you lot! Sheesh, etc. Have a photo of Louise anyway...

Maths genius

MY FAVOURITE bit of your excellent mag is the reviews section. This is because you show many clear screen shots of the game that you're

CKON? m real gamers

LETTERof theMONTH

Little Miss Angry

I AM getting really sick of everyone writing in saying how brilliant N64 Pro magazine really is! You only ever print letters which go on about how brilliant you are! Yeah, I admit you are a great magazine, but I don't need to be told about it every month!

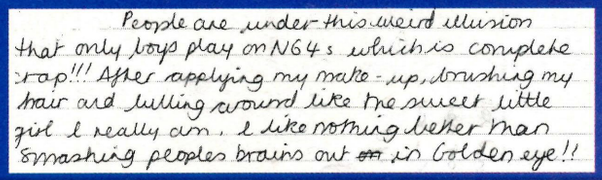
Also, what is Noely? It has a boy's name and a girl's face and none of your readers seem to know what it is either! Is Noely a he or a she and why does everyone hate him/her so much? I mean, I know she/he has teeth like an over sized gumshield, but leave the poor thing alone!

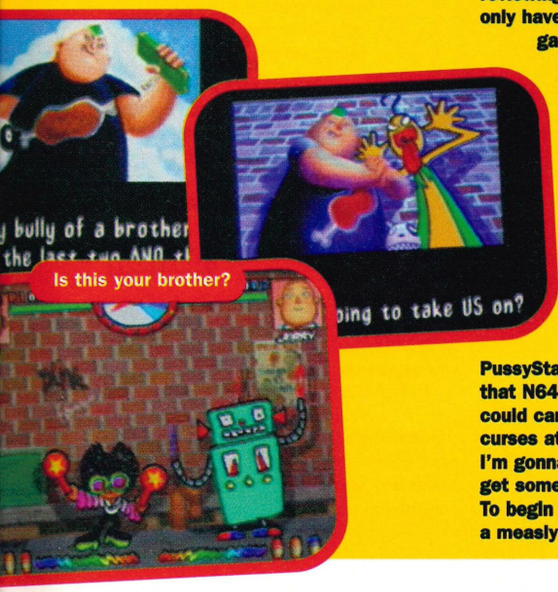
I know I hate the way everyone praises your mag so much, but you're just too good not to praise! I love the way you actually print letters by girls! People are under this weird illusion that only boys play on N64's which is complete crap!!! After applying my make-up, brushing my hair and running around like the sweet little girl I really am, I like nothing better that smashing people's brains out in GoldenEye!!

And I'm really sick of people slagging off your free books! Someone suggested giving away free keyrings and stickers! This is N64 Pro, not 'Girl Talk' magazine!!

Lara Gamble (not Croft!), London

N64 PRO: BLIMEY LARA, I'll bet you're glad you got that lot off your chest! What is Noely? Very good question, but unfortunately one that even a crack team of scientists, drafted in to do some research on the subject, were unable to answer! We just put it down as one of life's great mysteries and try not to think about it too much. Good to see that the girls are just as passionate as the lads about their games these days, and of course we'll always print the letters by 'the ladies' as and when we get them (as long as they're good!). In case you were wondering, the other mags don't print letters from girls because they're scared of them!


People are under this weird illusion that only boys play on N64's which is complete crap!!! After applying my make-up, brushing my hair and running around like the sweet little girl I really am, I like nothing better than smashing peoples brains out ~~on~~ in GoldenEye!!



reviewing. But sometimes you can only have three pages for a top game, e.g. Rouge Squadron (professional make-up simulator? – Steve) and four pages for a (human excrement – Steve) one like Rakuga Kids! I never read the sections on dodgy games, so I feel that I'm not getting my money's worth! Cut out the crap and gimme bigger reviews and previews on the ass kicking games!

Also, I'm fed up with PussyStation owners complaining that N64 games are overpriced. I could carry on throwing violent curses at them, but I won't. Instead I'm gonna prove to you that you can get some bloody cheap N64 games! To begin with I bought GoldenEye for a measly £38.99! I'm not lying! I really did get it for that price! I got it from Toys R Us! Secondly, ISS 64 as you know is £25. Then Body Harvest for £20! This was from Electronics Boutique. Fourthly, Lylat Wars with Rumble Pak for only £50! Yet another top title from Toys R Us. F1 World Grand prix for £30! And lastly Zelda. Before I carry on I want to say something about this game. It is wicked! Phew, where was I? Ah yes, I got Zelda for £50! Hardly as cheap as my other games, but it's only £5 more than GayStation games! And with graphics and sound like that I'd have happily paid £70!

Finally, I just wanna say that the new geezer, Paul, looks a right poof! He's probably got a picture of Julian Clary in his bedroom! And why does the team always criticise Noely? He writes my favourite reviews with amusing sentences!

Martin Smith, Slough

N64 PRO: WE ALWAYS give more space to the 'ass kicking' games, so where you get that we only gave three pages to Rogue Squadron from is anybody's guess! Noely's review was six! And that makes your point, well, kind of pointless really, so let's move on.

You sound like you've got more money than sense to me. Okay, so N64 games aren't noticeably more expensive than PlayStation games, but that's not the point! Games in general cost far too much in N64 Pro's opinion, and out of your list of 'bargains' the only one we think is ▶

You RECKON?

▶ anything close good value is Body Harvest. We long for the day a new game costs twenty quid on the day of release, and older titles such as the original ISS cost little more than a tenner! Now if you'll excuse I'll just shout Paul over to respond personally to your questions about his sexuality... "I'll have you know I have a wife and four kids. She's got stretchmarks that can be seen from outer space, and I bet she'd do anything to turn me into just the kind of person who WOULD worship someone like the camp comedian. Hooar!" Indeed.

Bobby-fins

I WOULD just like to tell you that I'm a spontaneously combustible goldfish called Bob. Now keeping that in mind would you answer these questions? Oh, and just in case for some unknown reason you don't believe me, I am wired up to an extremely sophisticated lie detector machine which I don't fully understand, oops, there goes the million pound machine!! Anyway, here are my questions:

1. Are there any stealth games heading to the N64?

2. Are you really a man? If you aren't I know someone who's interested!

3. What is the best game on the N64

4. I think that you should have a section where people can write in to say what they would most like to see in an N64 game, then you lot could pass on the most popular ideas to a games developer. I have to go now, I want to do a couple of laps around my bowl before dinner. Bye!

Bob the Goldfish, PetSmart

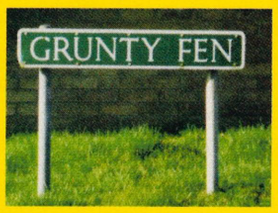
N64 PRO: RIGHT, okay Bob, now you just stay calm, don't hurt anyone and we'll try and answer your questions. Stealth games? Oh yeah, loads of them coming to the N64! We can't move in the office for preview carts of stealth games, we keep tripping over them in fact! Er, what's a stealth game by the way? Buy Perfect Dark, we reckon that'll suit you nicely. Number two then. Is who really a man? If you mean Noely then I'd have to say the jury's out on that one. Three. Zelda. Four. Good idea. We might just do that, but in the meantime why not use You Reckon? for that? Anyone who's anyone in the industry reads that already!

Life essential

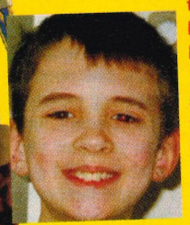
JUST wrote in to make a couple of points, first, how could anyone live without Zelda? In the little time I've had it I realised it was a greater life essential than water! This is a great moment for any GreyStation owner to borrow their dad's largest mallet and smash in their brainless head!

Stop what you're doing now and as quickly as possible run down to the shops and buy the new and worthy world leader, Zelda, and stop the gloom of your life! Secondly, we went on holiday recently to a place called Grunty Fen! No, I didn't see her flying past the window but I did take a photo of the Grunty Fen sign for you! Finally, your mag is more essential for gameplay than a controller! Thanks again (even though this is the first time I've thanked you!)

James Abbott, Suffolk



N64 PRO: CHEERS for the photo James, if anyone else has anything similar send it in and we'll print it and put your name in lights in N64 Pro! Thanks for the compliment about us being more useful than a controller too, although I think you're exagerrating just a touch. Word has it that Noely's 'analogue stick' is far too small for comfort and has appalling control! I don't ever want to find out if that's true though!



Ar, Jim lad!

I'VE BEEN looking on the Internet and I've found out that there is an N64 emulator that actually plays N64 games including Zelda 64! Oh no! Could this be the end for Nintendo? The emulator is called Ultra HLE (High Level Emulating) and the people who made it were only using it for experimenting, but it got out and now it's all over the Internet! I heard that Nintendo could be suing Ultra HLE, is this true?

Please print this in the mag because I think everyone that owns an N64 should know! Anyway, I'd like to say again that your mag is the best out there, and I'm hooked on it!

Paul Chesters, Huddersfield

> "Your mag is more essential to gameplay than a controller!"

N64 PRO: DON'T PANIC Paul. Ultra HLE certainly isn't the end for Nintendo. The PC you need to run it anything like up to N64 standard costs enough to bankrupt a small, third world country at the moment, making it much cheaper to buy an N64 console itself. Obviously there are people out there who can use it, and it does work very well if you've got the equipment, but by the time it's available to the mass market the next generation Nintendo, which we already know will be

loads more powerful than today's top of the range PC's, will have taken over the world! Keep the faith.

Over the Moon

WELL HELLO there! I've bought your mag for quite some time and it's the best there is! The thing I like most about it is that you guys can have a laugh. However, I think you should lay off Noely. Just because the guy's got long hair you shouldn't give him a hard time. Okay it's a fairly good reason to slag him, but you should give him a break sometimes (I only said sometimes!).

I think that the coolest game around at the moment is Vigilante 8. John Torque's the man, or at least would be if he wasn't a computer animated sprite! I might be wrong, but there's something cool about fast cars, guns and afros! And now a plea to all games companies. For God's sake, release a football management game! I've been a huge fan of the great Championship Manager series on the PC, and it would be simply fabulous if that arrived on the N64!

And now I fear I must leave. I may be gone some time, but while I'm away keep up the shagadelic work!

Michael Nimmo, Edinburgh

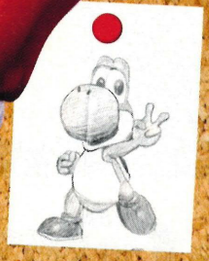
N64 PRO: YOUR PRAYERS have already been answered. At the imminent E3 in Los Angeles (check next issue for the most in-depth report around on everything that's shown!) Gremlin will show off the previously top secret N64 version of Premier Manager! Oh no! I've said too much! I have to go! They'll be out to get me now...

Readers Gallery

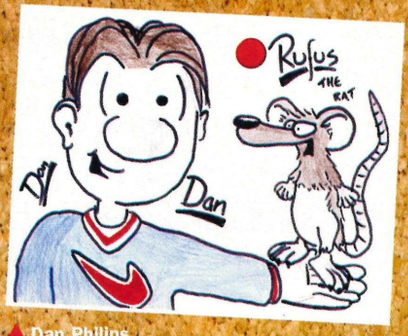
Send Scoop your art. If you're good enough you've got an exhibit!

Luke Spalding

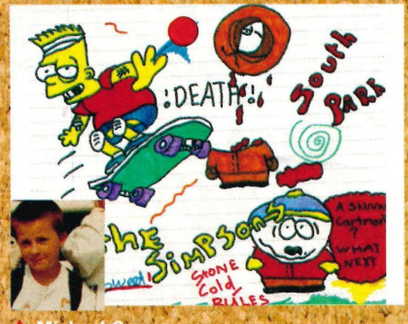
Elizabeth Kirton



MG Dodd



Dan Philips



Michael Cowen

Keep 'em coming!

We love to get your letters, drawings and just about anything you fancy sending us, so keep it up! Remember though, we get loads each month, and you massively increase your chances if you bung a photo in the envelope too!

You know what WE think. Now tell us what YOU think of your N64 games

READER'S REVI

N64Pro is YOUR mag and to prove it every month we give YOU the chance to get your game reviews in your favourite mag. In 30 words tell us whether your N64 games are 'on top of the world' or 'the pits of the Earth'. The best ones are displayed here in all their glory and one lucky bleeder will even win themselves a Pro Crew Membership

Mario Party

What WE said

"It's a cracking multi player game, one of the best I've ever played and it's only let down by a dull as dishwater single player game, and some less than impressive graphics in one or two of the sub-games. It's also massively kiddy, almost to the point of being offensive, but if you can get past the squeaky clean feel, there are some rioyous laughs to be had by all ages. A must-have multi player cart" **STEVE** 87%

What YOU said

"50 games of pure delight, but on your own it's pretty shite. Get your mates round, any old chum, and you will have super, extra-ordinary, fabulous, well - just purrrrre fun."
Jamie Shrimpton, Worcestershire (Age 15) 94%

"There are mini games galore, definitely 50 or more. They range from real good, to absolute crud, but the game is far from a bore."
Chris Butterworth, Stafford (Age 14) 94%

"Mario strikes again with his friends. It has got more cheats than I could count. The first time I played it in HMV I thought "I'm gonna buy it now"."
Dwaine Christopher, Reading (Age 11) 95%

Rogue Squadron

What WE said

92%

"Rogue Squadron is the stuff of most lads' dreams (and I don't mean that mucky one where you get to cover Caprice in chocolate and lick it off). It's a stunning (both graphically and sonically), action-packed, challenging (though not too brain taxing) shoot'em-up. And if all that isn't enough to convince you - it's Star Wars for Christ's sake!" **NOELY**

What YOU said

"SOTE? No. Rebel Assault? No. Wing Commander? Nuh-uh. Tie Fighter? Perhaps not. If you want the best Star Wars game ever, then shell out for this - now!"
Richard Pell, Surrey (Age 16)

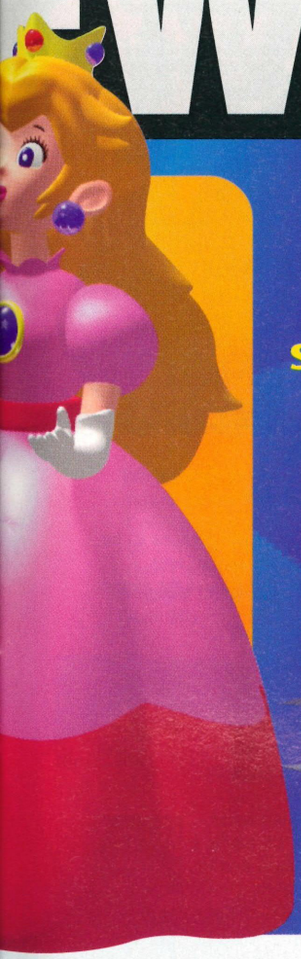
"Suck on my chocolate salty torpedoes. This game is addictive.
I couldn't turn it off. No multi player. Doh! Sorry, got to go save the galaxy from Imperials. Oi Vader, No!"
Josh Bryson, Cheltenham (Age 11) 98%

"This is the game I've been waiting for since playing space invaders 20 years ago. Takes you to a galaxy far, far away, which is what games are all about afterall."
Mark Noyes, Addlestone (Age 33) 99.9%

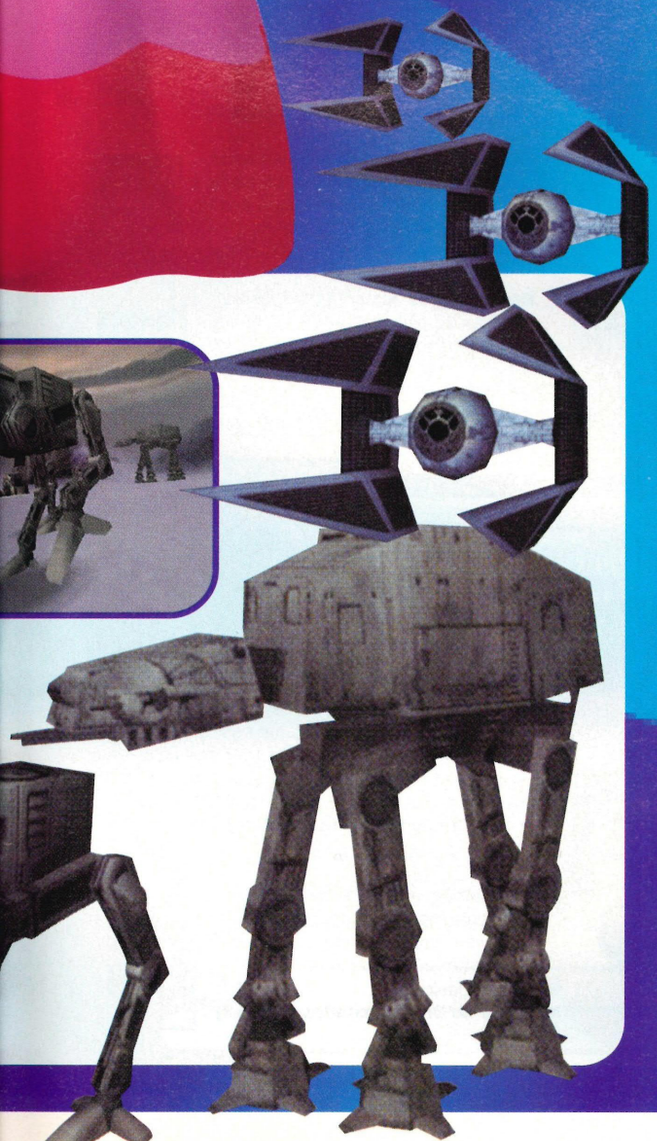
"Rogue Squadron is a superb shoot'em-up. The levels are huge and they're brick hard. Every Star Wars lover should have this game."
Billy Hughes (Age 14)

"Pull up! Pull up! Pull up! You've either collided with the AT-AT or you destroyed yet another AT-AT. Victory or failure - that's what it's all really about."
Ben Dean, Bournemouth (Age 12)

EWS



"Suck on my chocolate salty torpedoes. This game is addictive... Oi Vader, No!"



Turok 2

What WE said

"Turok 2 grabs you by the throat and refuses to let go. The graphics are fantastic, the animation's amazing and the sound's so good you'll cack your keks. The game's monstrously huge and each level is crammed full of places to go and dinos to destroy. To top it all, Turok 2's drenched in enough of the red stuff to start a blood bank. What more could you ask for? Just buy it!" **MARK**

94%

What YOU said

"Jerk, jerk, jerk, jerk, jerk. If you haven't guessed by now I'm talking about the frame rate. I reckon, whoever made this game is just one big jerk."
Ben Smith, Dorset (Age 15) 79%

"I'm a girl. You probably think girls hate games like Turok 2, but it's the best game ever. It's got great graphics and is definitely worth a sore thumb."
Pinaki Gandhi, Edgeware (Age 15)

"Bloody hell. That's what this is, until Josh comes in with his wicked range of weapons and totally kicks ass. More blood than the Mortal Kombat series. Worth 96%"
Thien Nguyen, Derbyshire (Age 14) 96%

"A totally excellent game full of blood and guts. By far the best game on the N64. Millions of weapons to kill the bloody huge enemies."
James Shapland, Dorset (Age 12) 99.9%

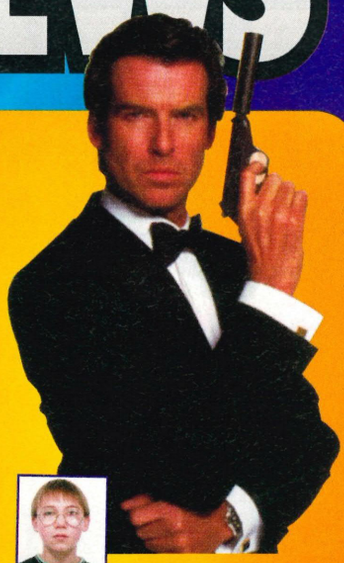
"I do not know what everyone sees in this game. It jerks and slows down more than FIFA 64. Plus its multi player is totally useless. Most hyped game ever."
Anjum Qureshi, Kent (Age 16)

"Turok 2 is the best, bloodiest, most action packed game I've ever seen. The graphics are outstanding and really 3D. But it's the cerebral bore that really makes the game." 98%
Richard Maddison, Doncaster (Age 12)

"Has its faults, but for sheer murderous weaponry and blood lust it can't be beaten. Expect more from Turok 3, but for now we're happy with Cerebral bores and Syracosaurus'."
Sam Cannon & Jason Scott, Eastbourne (Ages 12)

READER'S REVIEWS

GoldenEye 007



What WE said

A brilliant Vodka, Martini mix of top class Doom-style action, with a superb, film inspired storyline and some brilliant splashes of invention from the Rare team make GoldenEye a truly wonderful cocktail. Great graphics, a superb score, fine attention to detail and a tremendously fun multi player game are merely the umbrella and cherries on a truly wonderful cocktail that's been carefully stirred by Rare rather than crudely shaken. Go and buy it immediately, and that 007 is an order. NOELY 96%

What YOU said

Superb graphics and sound. The multi player is one of the best ever. This game has a licence to kill. It will kill sleep, homework, teatime...you get the picture
Stephen Gardner, Liverpool (Age 12) 98%

GoldenEye kicks ass. GoldenEye is the best. Why? Because you can't get enough of it. Multi player, single player - what else do you need? Okay, when's no.2 out?

Michel Cox, Hants (Age 10)

GoldenEye is one of the best games ever made. They should have let you do missions with cheats, but then I suppose it would have been too easy.

Jonathon Kewell, Chichester (Age 13) 95%

This game is like it's got a magnet on it. I'm there day and night killing people. Oh well, gotta go I'm being attacked. Back to the game.
Sam Jones, Warwickshire (Age 11) 99.9%

Possibly the best console game ever made. Acclaim has used the film licence brilliantly. I don't know why Zelda is above it in the charts because Zelda is poo.
Chris Gibbons, Surrey (Age 13) 96%

GoldenEye is probably a contender for the best game of all time. For one of the first games on N64, it makes the film (and Mission: Impossible) look rubbish.

James Dyson, Richmond (Age 11) 98%

"I'm gonna fill yer guts with lead." The name's Bond, James Bond and you'll never forget it with this stunning shoot'em-up, which will leave you shaken and undoubtedly stirred.
Marc Llewellyn, Lowestoft (Age 13) 100%

My own game. Best thing ever and you can now get it for free with the console. So everyone can look at me all day. Buy now. Licensed to Thrill. 99.

James Bond, Derby (Age 31) 98%

James Bond kicks some Russian butt. He's got the style, the guns and the guts. Plus loads of levels to empty some lead. Great multi player action provides some huge laughs.

Hedley Gabriel, Essex (Age 13) 96%

GoldenEye is bloody, gory, challenging and realistic unlike most of the games on the N64. Definitely the best game on the Earth. If you ain't got it, go get it.

Andrew Patrick, Ludlow (Age 13) 98%

GoldenEye is one of the best games ever to be produced. I love sneaking up on people and shooting them when (and where) they least expect it. A must have.
Stephen Gage, Battersea (Age 14) 99%

I think GoldenEye has to be one of the best games I have ever played. It has superb cheats and is a fantastic shooting game especially in multi player.

Michael McQueen, Edinburgh (Age 9) 98%

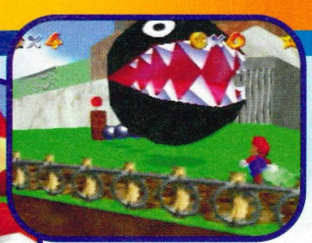
There was a good guy called Bond, who waved his magic wand. Up came a game, which killed and maimed and GoldenEye was its name.

Paul Taylor, W Yorks (Age 10) 99%

There goes another guard, and a new gun to pick up. Great, a grenade. Oops! No pin in it. Boom! That's the way of GoldenEye. The game rules. Buy it.

Alex Mansfield & Cat (Age 12) 98%

Super Mario 64

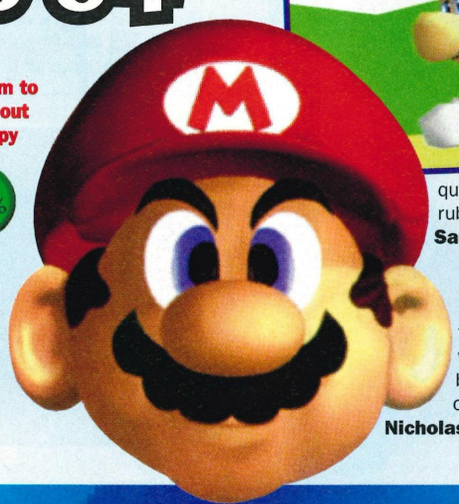


What WE said

If ever a game was an essential item to own then this is it. There's no point owning Mario 64 without an N64, but it's almost as bad to have an N64 but no copy of Mario to play on it. Already a classic and one of the defining moments in video game history. I look forward to it being bettered though. STEVE 94%

What YOU said

Mario's fat and he wears a red hat and them little blue dungarees. He prances around making lots of cool sounds and he loves to climb all of them trees.
Claire Scholz & Natalie Caunt, Preston (Ages 14)



What the hell is this crap? The game has had good reviews, but it's basically a fat, queer little plumber chasing stars and talking rubbish. £20 if you're interested.
Saul Beckett, Colchester (Age 14)

It starts out excellent first time, but gets crap after a while, when you complete it. You'd be better off buying Zelda or Banjo.

Nicholas Le Breton, London (Age 13) 75%

SouthPark64

What WE said

"I can't remember a game ever making me laugh out loud more than once or twice, but South Park has me in stitches every single time I play it. Okay, it's not innovative, but the multi player game is the best around, and more than makes up for the one player game being a bit samey. A must have for fans and a good laugh for all." STEVE 92%

What YOU said:

"South Park is so much fun. It's more playable than GoldenEye and is more of a laugh in one player. It's top and the best multi player game. Buy it."
Sam Harrison, Spalding (Age 15) 98%

"The first time I played it, it was hours before I realised it wasn't Control Stick to move. (Doh!) Now I'm on Level 5. The only game bigger than Cartman's bum."
Stephen Cotgreave, Birkenhead (Age 10) 96%

"Kick ass. South Park's the only game bigger than Cartman's butt. Cool weapons and rock solid bosses. I've tried to beat Ultra Megaman and I just can't do it."
Alex Bernott, Dukinfield (Age 65) 96%

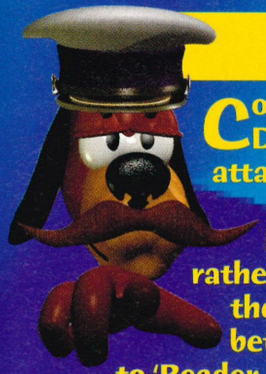
"Stan, Kenny, Cartman and Kyle. They all kick ass. I would run a mile. South Park is No.1 Play it and have fun. On your face a smile will come."
Gavin Roberts, Somerset (Age 12) 98%

"South Park kicks ass so much your butt stings after you play it. Nothing beats it so there. Give me some pie. Now!"
Eric Cartman (Age 14) 100%

"The worst game on the N64. Too easy and boring in 1 player and average in 4 player. You get the feeling it's been rushed to make loads of money. Boo!" 24%
Paul Trott, Bournemouth (Age 14)

"South Park is probably one of the worst games I've ever played. We all thought it'd be good but it's crap. £50? I wouldn't even pay £10 for this rubbish."
David Harwood, Gillingham (Age 13) 45%

"South 'Yawn' Park more like. One player is boring and repetitive. Multi player has small arenas and a crap array of weapons. The best part of the game is the swearing."
Luke Evans, Birmingham (Age 14) 72%



N64 Pro needs you!

Congratulations to Ben Smith from Dorset. His vicious velociraptor-like attack on Turok 2 wins this month's reader reviews, and just to prove he ain't no jerk, he's won himself a rather cool Pro Crew Membership into the bargain. Think you could do better? Fill in this coupon and post it to 'Reader Reviews' N64 Pro, Freepost 3038, Macclesfield SK10 4YE. Who knows? Next month might just be your chance for fame and fortune...well fame at least.

Name

Address

Postcode Age

The game I'm gonna review is...

And here goes...

		Score	%

GAMEBOY COLOR

G·A·M·E·B·O·Y N·A·T·I·O·N

The GameBoy's Color massive these days. Maybe not in actual size, obviously, but it seems like everybody's got one! And there's some top stuff coming out for it too! Stick with GameBoy Nation over the coming months and we'll always steer you in the right direction, making sure that you never miss out on another must have GB cart ever again!

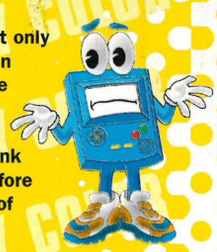
WHAT'S THE SCORE

TOP STUFF!

If you see this happy little fella at the end of a review then you'll know that we absolutely love it. If you had any doubts about whether to buy the game or not then this chucks 'em right out the window!

NOT BOTHERED!

Hmm. We're not too sure we like a game that gets this unsure character. Read the review properly, maybe it only appeals to certain gamers, or maybe we've just seen it all too many times before! Think long and hard before investing in one of these!



WELL ROPEY!

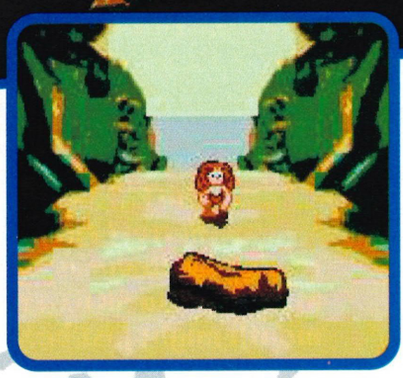
No! No! No! Bobbins. Not good enough. Poor. Dirt. Rubbish. Atrocious. Bollo... Well, you get the picture! See this unhappy chappy at the arse end of a review and you'll know to leave your cash in the much friendlier home of your wallet/back pocket!

PREVIEW

Tarzan

"15 levels of jumpin' jungle action full of snakes and crocodiles"

THE NEW Disney film looks top! The new GameBoy game based on the new Disney film looks just as top! Activision plans to include 15 levels of jumpin' jungle action full of snakes, crocodiles and loads of other species not on pleasant terms with us primates. You can expect plenty of vine-swinging, and the ability to control characters other than Tarzan. Senior vice president of Activision Studios Mitch Lasky reckons that, "Tarzan has been treasured by generations throughout the world, and we are very excited to introduce the legendary king of the apes to one of the largest game platforms. With its extensive history, compelling characters and intriguing story-line, Tarzan will appeal to a wide range of game players." You're not wrong there Mitch mate, we can't wait!



Out: TBA
£TBA
Published by: Activision

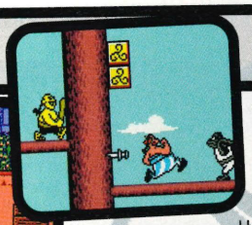
REVIEW Lucky Luke

Out Now £19.99
Published by: Infogrames

PASS me the sippin' liquor and I'll get down to business. Gonna write me a review of this here rootin' tootin', guns blazin', platform leapin' mighty fine little GameBoy game, boy. Yessiree I will. A gang of no good outlaws are on the run, real mean hombres, terrorising the good folk of the wild, Wild West. Good job the meanest lawman in town, sheriff Lucky Luke's on their trail. Fastest gun in the West so they say, but against these tough cookies he still needs your help partner! Shoot your way through the ride of your life, dodging flying arrows from those pesky Injuns trying not to get trampled by herds of stampeding buffalo and you might, just might, become a grade A, certified he-ro! Now if you'll excuse me, I'm goin' to see Miss Kittie to get myself a woman! Yeehaaa! Etc.

Verdict... A great game with some of the best graphics seen so far on the GB Color. Okay, so it's yet another 2D sideways scrolling platformer but if you buy a GameBoy you know exactly what you're letting yourself in for. 12 pistol packin' levels are played out in glorious 56 colour splendour, and the game is varied enough to keep you plugging pesky varmits all day long.

REVIEW Obelix



Out Now £19.99
Published by: Infogrames

THE whole Asterix thing is about as French as a frog's legs and onion baguette, dripping in hot garlic butter and served on a bed of snails, but the games seem to do well enough over here and another one is always welcome. The year, as ever, is BC, 50 BC to be precise and the once all conquering Romans have received a bloody nose from their opponents and watched as, one by one, all of their villages have been invaded by the Gauls! Hooray! Caesar decides he's had enough and builds a wall around the Gaul Village, home of Asterix and Obelix, imprisoning them! Sacre bleu! You take control of either of the two Gallic goons and must hammer around France, defeating the Romans and collecting souvenirs from each area to taunt the not so mighty Caesar with on your return.

Verdict... A visual treat but the gameplay isn't quite up to the standards of Lucky Luke or Rugrats. It's still an enjoyable, if somewhat predictable, platform romp though, and fans of the French funsters should lap this up. Eighteen different levels give this little cart a lengthy lifetime, and it's certainly good value for your money.

REVIEW Super Breakout

Out Now £19.99
Published by: Take Two

GAMING perfection. Breakout feels like it was made for the GameBoy, even though it was dreamed up long before Nintendo's little box of tricks was even a twinkle in Yamauchi's eye. A true classic. And it's dead simple too (a bit like Noely!). You're a bat – of the wooden stick variety, not the big-eared kind – that lurks at the bottom of the screen, and you must leather a ball up to the screen when some nasty bricks are blocking its path. The idea is to clear the screen of bricks without missing the ball. Miss and the ball will fall off the bottom of the screen and you lose one of your three lives! Sounds bobbins doesn't it? It's not, it's finger-blisteringly addictive, and you'll love it every bit as much as I do! It's batty!

Verdict... I can't stop playing it! It's more addictive than any PlayStation game I've ever come across and it's only half the price! This, like Tetris, is the kind of game that takes your life by the throat and doesn't let go until it's squeezed the last breath of air out of your body! Make sure you're well stocked on batteries before you hit the on switch!

REVIEW V-Rally

Out Now £19.99
Published by: Infogrames

AN UPDATE of the classic black & white GameBoy racer, this has been jazzed up by being given a lick of paint. And very good it looks on it too. Gameplay-wise it's not all that different. Still the same madcap racing action, hurtling around vicious hairpins (corners, not ladies grooming accessories!) and bouncing off other racers, usually ending up on your roof, but again this has those unique unputdownable qualities that all the best GB games have always had. Once you've worked your way through Arcade mode you've still got the Championship to tackle, and even once you've mastered this most magnificent of carts you'll still find yourself going back to it when you've got 15 minutes to kill waiting for a bus or something. Obviously it's not the simulation that the N64 game was, but as arcade racers go, they don't get much better than this!

Verdict... This would have scored higher if it had made more strides forward over the B&W edition, but it hasn't. So if you've got the earlier version, you may as well spend your dosh elsewhere. It looks great though, and plays like a dream, so for anyone who's not got the original or has more money than sense, this is a must have cart!

NEWS Arriving in the office at the very second GameBoy Nation reached full to absolute bursting point was Rumble Race Top Gear Rally. Expect a full review next issue, but if you can't wait four weeks we'll give you our first impressions right here, right now. And they're favourable. It doesn't seem quite as good as V-Rally, but the added gimmick of being one of the very first Rumble cartridges gives this a real edge. Hit the kerb and your GBC will shake in your hands, just like an N64 controller with a Rumble Pak! Good stuff, and a giant leap forward in GB technology!

N64 PRO DATABASE

Stuffed to the brim with every game ever made The Database is the place to check before pulling out your money. The sheer volume of N64 games means that this section is now full! So check out next months issue of N64 Pro to see the spanking new version – Mark

How it works

SHOOTING

Uzi 9mm: GoldenEye 007 96%
Water Pistol: Star Wars: SOTE 59%

Aerofighters Assault — 58%

Titus

Get into your jet and take to the skies in this aerial shooter from the makers of Pilotwings. We had high hopes for this one, but the blend of flight sim' and shoot'em-up barely takes off, let alone strikes against the enemy. More a case of Top Goon than Top Gun as you plod around the skies randomly searching for bad guys. Stick with Pilotwings for all your flying action.

Issue 4, Feb '98

Body Harvest — 93%

Gremlin

The world's been taken over by evil aliens who are set to scoff the human race out of existence. Your only hope is to travel through time blowing the nasty blighters back into space. Body Harvest's a stormin' shoot'em-up with thousands of vehicles and tons of guns. It's also a huge adventure with RPG elements that combine to make this a truly epic game.

Issue 15, Christmas '98

Buck Bumble — 70%

UBISOFT

Take control of a not-so-humble bumble bee and kick off in a fight against the almighty insect herd. Everything looks huge as you roam around the garden as a tiny insect, but despite having a wealth of good ideas and plenty of novelty value Buck Bumble failed to deliver the goods. The graphics are great, but all the brilliant design is lost amongst the terrible amount of fogging.

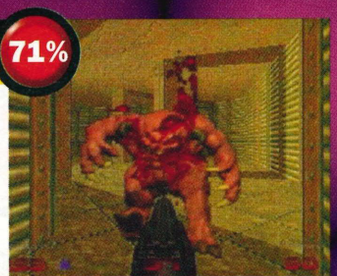
Issue 13, Nov '98

Doom 64 — 71%

GT Interactive

The original first-person shoot'em-up hits the N64 in style. All Doom's trademark guns and monsters are now portrayed using the N64's lush graphical capabilities and it looks better than ever. Many people think this is the best shoot'em-up ever made, but it's well past its prime and the basic gameplay is too simple when compared to the other N64 shooters.

Issue 3, Jan '98



Duke Nukem — 80%

GT Interactive

Duke Nukem is murderous mayhem in a fast and frantic style as you take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans. But be warned, nobody does it better than Bond, so get GoldenEye first. If Bond's not enough for you then have a word with the Duke.

Issue 3, Jan '98

Forsaken — 90%

Acclaim

A stunning 3D shoot'em-up that flew into the office and promptly received a stamp of approval. Imagine Quake 64 with flying bikes and incredible realtime lighting effects. The graphics are amongst the best we've seen on the N64. The one player game is excellent thanks to some really great artificial intelligence and the multi player game's not bad either.

Issue 9, Jul '98

GoldenEye 007 — 96%

Nintendo

The smoothest secret agent of all time comes to the N64 in the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels (with three difficulty settings) that require ingenuity, sharp shooting and a cool head. GoldenEye's won awards for its brilliance and it fully deserved them. Go out and buy this game now! Right NOW!

Issue 1, Dec '97

Hexen — 66%

GT Interactive

A medieval version of Doom that replaces the hi-tech weapons with maces and magic. Old fashioned in every aspect with blocky garish graphics and tired gameplay. Even Doom 64 is better than this and that's starting to look a bit long-in-the-tooth on the all powerful N64. Get the more modern GoldenEye and leave this ancient blaster back in the Middle Ages.

Issue 3, Jan '98

Lylat Wars

91%

Nintendo

This sequel to the stunning Starwing on the SNES is a perfect example of how to update an old classic. Lylat Wars is an absolute stunner that breaths new life into shoot'em-ups with excellent cut scenes, breathtaking graphics, tons of atmospheric speech and brilliant sound effects. You just can't fault a game this good. Outstanding work from the big N'!

Issue 2, Xmas '97

Sore Thumb Award winner

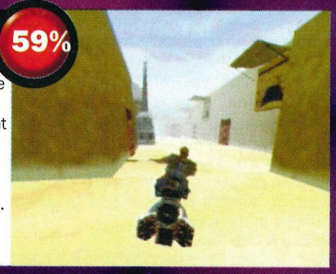
Star Wars: Shadows of the Empire

59%

Nintendo

One of the biggest disappointments so far on the N64. Despite having the best license in the world, this ended up as a hotch-potch of different games that failed to hang together. The only remotely decent part of the game is the first level (flying over Hoth) and that served a higher purpose by inspiring Rogue Squadron to be good. This, however, is the dark side of the force!

Issue 1, Dec '97



Knife Edge

52%

Kemco

Whoops! Who let this escape? Imagine a light gun game that doesn't play with a gun but uses the control pad to move a cursor around the screen. Doesn't sound like a screaming success does it? And to prove me right, this poor attempt is boring and far too easy. There are some stunning shooters about, but this isn't one of them. More of a paper cut than a knife edge.

Issue 17, February '99

Turok: Dinosaur Hunter

83%

Acclaim

The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally obliterating everything. Making dinosaurs extinct is great, but there are too many jumping and platform sections. A great game, but Turok 2 beats this to a dino-pulp.

Issue 1, Dec '97

Quake 64

85%

GT Interactive

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled to the brim with evil creatures, and they're just waiting to be blown to smithereens by your wide variety of large guns. Every bit as good as the 3D enhanced PC version (which was amazing), but still nowhere near the sublime quality of GoldenEye, the best 3D shooter ever.

Issue 7, May '98

Turok 2: Seeds of Evil

94%

Acclaim

The dinosaur massacre continues in this stunning sequel. The graphics truly are outstanding and your jaw'll hit the floor when you see the animation of the dinos. The atmosphere is brilliant as you run around taking out vicous monsters. Tons of guns and some of the biggest levels ever seen make this one of the best games on the N64.

Issue 16, Jan '99

Sore Thumb Award winner

Robotron 64

65%

Crave Entertainment

A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation to enjoy. The graphics are more than a bit basic these days, but the action is as much fun as it ever was. You run around a square blasting everything in sight. It's a bit too simplistic for most people, but good fun for those ancient enough to remember the original.

Issue 7, May '98

Vigilante 8

92%

Activision

Four-player mayhem in this brilliant mix of manic driving and sharp shooting. Take control of a wacked out vehicle and head into a combat arena. There's loads of different weapons to trash your opponents with and the huge levels to demolish in the process. Over-the-top destruction that's good in single player but really comes into its own when your mates are round!

Issue 20, Easter '99

Sore Thumb Award winner

South Park 64

92%

Acclaim

Best described as Turok 2 with turkeys. South Park is brought to life in this 3D shooter as you run around killing everything in sight with an insane selection of weapons. South Park fans'll love all the sharp humour from the TV show and you'll never believe how much sampled swearing your N64 is capable of. One player's okay, but the four player game is where it's really at.

Issue 17, February '99

Sore Thumb Award winner

RACING

Ferrari F40: F1 World Grand Prix 94%
Robin Reliant: California Speed 20%

Star Wars: Rogue Squadron

92%

Lucasarts/ Nintendo

This sort of thing is what the N64 was made for. Become Luke Skywalker and use the force of your N64 to smash up the Evil Empire. The hi-res graphics are to sell your granny for, and the amount of detail on the ships and planets is breathtaking. And you'll never believe how satisfying it is to take out an AT-AT with your snowspeeder's grappling hook!

Issue 17, February '99

Sore Thumb Award winner

1080° Snowboarding

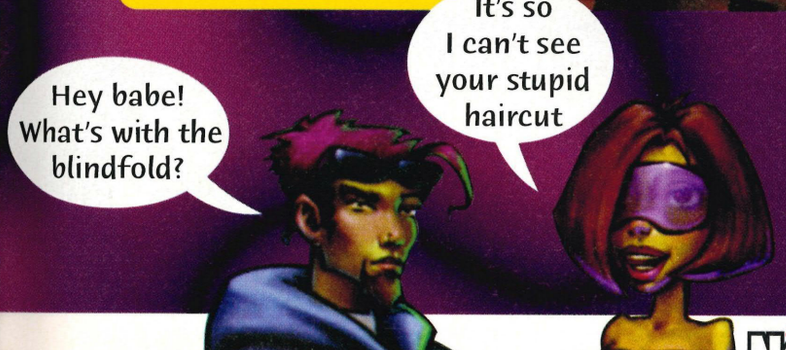
93%

Nintendo

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. 1080° is a flawless reproduction of the wet white stuff with beautiful scenery and the finest animation ever seen. The game itself is great fun in both single and multi-player modes and the time-attack and trick sections will have you glued to your N64.

Issue 4, Feb '98

Sore Thumb Award winner



Aero Gauge

54%

ASCII

Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up that sometimes make the track disappear entirely. It wasn't particularly hot to begin with and now that F-Zero X is out you'd be better leavin' this futuristic racer in the past.

Issue 5, Mar '98

Automobili Lamborghini

71%

Titus

Unfortunately, the French company Titus seem to have been more inspired by a Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience. F1 World Grand Prix has shown us just how good an N64 racing game can get, so buy that and leave your Lamborghini sitting in the garage.

Issue 4, Feb '98

Beetle Adventure Racing

93%

Electronic Arts

One of the best racing games ever made! Get behind the wheel of a modern-day Herbie and go ballistic with this madcap racer. The absolutely huge tracks that are stuffed full of detail and the handling of the cars is a perfect mix between realism and arcade. It's great fun and will keep you busy for a long time. If you're after an arcade racer then place this on the top of your list!

Issue 20, Easter '99

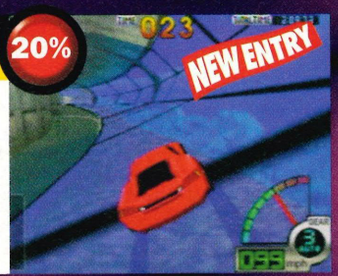
California Speed

20%

Midway

One of the worst games we've ever seen! The graphics look poorer than a Big Issue seller trying to buy a brand new BMW and the gameplay is so ropey you could use it to flog the programmers (if only!) Please, for the love of God, don't buy this game! Giving Midway your hard earned money could encourage them to make a sequel!

Issue 21, May '99



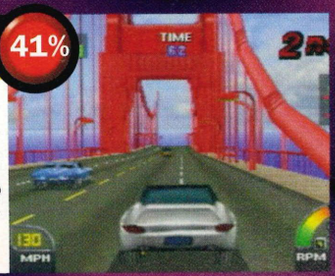
Cruis'n USA

41%

GT Interactive

This was good fun in the arcade, but by the time it appeared on the N64 it was old and out of date. The bland graphics and jerky animation were combined with sluggish and unpredictable gameplay to ruin any fun factor the arcade game had. To top it all the cruise (and the entire game) can be completed in less than five minutes. Cruise past this game in the shops.

Issue 6, Apr '98



Cruis'n World

54%

Nintendo

Far better than its predecessor (Cruis'n USA), but still not good enough to cut it on the N64. Cruis'n World is firmly based in an arcade-style that places entertainment above reality with wheelies and jumps. The graphics are a vast improvement, but this only highlights the poor gameplay. Dull to play and still too easy to finish. Don't book a place on this cruise!

Issue 13, Nov '98

Diddy Kong Racing

91%

Nintendo

Jaw-droppingly outstanding, DKR takes Mario Kart 64 and improves it in every way. Fantastic graphics, great gameplay and you get to race karts, planes and hovercraft through a huge variety of tracks. The single player mode is an interesting adventure that's a real challenge and the multi-player game is one of the best ever made. Buy it – it's the law.

Issue 3, Jan '98

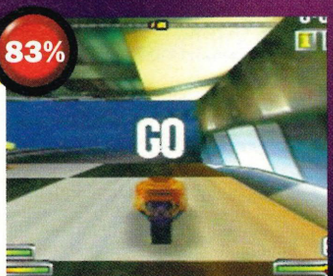
Extreme G

83%

Konami

Ride futuristic bikes in this blindingly fast racing game. Extreme G is certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game complete with four player racing and battle modes. The sequel is on the way though and that's even better, so it might be a good idea just to hang on for a bit longer.

Issue 1, Dec '97



Extreme-G XG2

88%

Acclaim

After F-Zero X and WipEout comes the latest in futuristic racing games. XG2 sees you racing motorbikes from the future up, down and all around. Worth owning in a third-best-but-still-quite-good kinda way. The graphics are especially nice after the bland F-Zero X, but the sensation of speed just isn't there. Get WipEout and F-Zero first, then if you're still hungry, get XG2.

Issue 16, January 99

F-Zero X

90%

Nintendo

Nintendo's remake of the SNES classic gets off to a flying start thanks to its unrelenting pace, wonderful controls and an amazing four player mode. Each race blows you away with speed to die for, a huge amount of tracks and 30 cars racing all at once. The only downer is the graphics which are decidedly bland. But the stunning gameplay more than makes up for it.

Issue 12, Oct '98

F1 Pole Position

64%

Ubi Soft

This was an average racer to begin with and the recent release of F1 WGP only highlights how much better a F1 racing game can be. The graphics are bland, the game is boring and the controls are wholly unrealistic. F1 Pole Position sits in the pits whilst F1 WGP takes pole position, stays in the lead and goes on to win the race. Don't confuse the two!

Issue 1, Dec '97

F1 World Grand Prix

94%

Nintendo

F1 WGP is astounding, and puts all the other racing games we've ever seen on any system to shame. The photo-realistic graphics compliment the stunningly accurate realism and almost sinister attention to detail to the races. This is an F1 fan's dream come true as everything that happened in the 1997 season is magically recreated, but with you behind the wheel.

Issue 13, Nov '98

GT 64

78%

Ocean

An average racing game that falls short in almost every aspect. The graphics are okay until they move then everything jerks around like a film from the 1920's. The handling is just plain wrong and it feels nothing at all like driving a car as you just bounce around the walls of the track. If you're after a realistic racer then go for F1 World Grand Prix and leave this alone.

Issue 11, Sep '98

Mario Kart 64

91%

Nintendo

Mario Kart makes a stunning debut on the N64 with great graphics and a stunning four player mode. The characters are huge and well detailed and it's great fun to play, but the power-ups make the multi player mode more a game of luck than skill, which can be annoying. Diddy Kong Racing is a better game, but Mario Kart still has a special place in our hearts.

Issue 1, Dec '97

Micro Machines Turbo 64

90%

Codemasters

Toy car racing at its very finest! Everday objects are turned into racetracks in a game that sees you tonning around table tops, screeching over school desks and powerboat racing on the garden pond (avoid the giant frog!). One player's a challenge and there's 48 tracks to tear around. But the real fun is in the multi-player game which sees up to eight players racing. Top stuff!

Issue 18, March '99

M.R.C

72%

Ocean

One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). There's only three tracks which ruins everything though. By no means the worst N64 racing game we've ever seen, but still far from the best. Get F1 WGP if you're after a serious car racing game.

Issue 1, Dec '97

Racing Simulation: Monaco GP

84%

Ubisoft

Another fantastic F1 racing game hits the N64 and tries to overtake the mighty F1 WGP. It almost manages it thanks to fast, unrelenting gameplay and superb handling. Monaco is a much more frantic experience than its somewhat studious competition, but lacks an official license. You'll certainly be happy with this but true F1 freaks prefer the realism of WGP

Issue 20, Easter '99

Penny Racers

73%

THQ

Despite having a Santa's sledgeload of original ideas, Penny Racers fails to deliver the presents. Toy cars plod around dreary tracks in this woeful Mario-Kart impersonation. On the upside there's a track editor, so you can ramble around your own creations. You can also build new cars out of spare parts that you get to nick off the losing racers. But it's just too slow and bland!

Issue 18, March '99

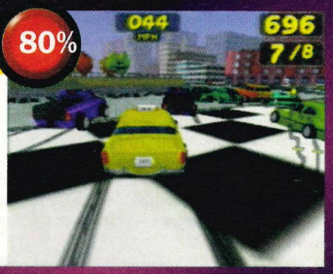
Rush 2: Extreme Racing

80%

GT Interactive

San Francisco Rush is back with a bang and it's better than ever. It still has the same madcap feel of the original, but this time the stupid jumps have been tempered and the steering's been sorted out making the whole game much more fun. It's no Diddy Kong Racing or F1 WGP, but it still manages to entertain anybody who looks past the dull graphics and dismal sound.

Issue 17, Feb '99



San Francisco Rush

78%

GT Interactive

Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish, the sound is laughable and the controls aren't perfect, but despite all that this still manages to be one of the most entertaining racing games around. There's plenty of tracks and the two player mode's great fun. Just don't expect anything serious.

Issue 3, Jan '98

S.C.A.R.S.

85%

Ubisoft

Futuristic racing game in which you get behind the wheel of a beast (quite literally!) You get to tear around as an animal of your choice in this odd looking game. The graphics are a treat to behold and the racetracks are crammed with weapons. It just falls short of the greatness achieved by Mario Kart and F-Zero X, but still managed to grab our attention.

Issue 16, Jan '98

Snowboard Kids

84%

Atlus

A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Ton down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race. Not as good as Mario Kart but still a lot of fun.

Issue 7, May '98

Snowboard Kids 2

76%

Atlus

The surreal snowboarders return for a second outing in this sequel. Pretty much more of the same but with slightly nicer graphics and a few new touches. It's not much of an improvement though and it desperately needs to look better and run faster. It's still way behind the mighty Mario Kart and nowhere near as good as the awesome 1080 Snowboarding.

Issue 21, Easter '99

Top Gear Overdrive

91%

Kemco

Top Gear returns for a second stab at being the N64's best racing game. The graphics are great (especially if you've got a ex-pak for hi-res) and the cars are lovingly designed. The realism of Top Gear Rally has been abandoned, but this still has a more serious feel to it than a game like Mario Kart. The handling's not perfect. but it's fast and the multi-player game's a lot of fun.

Issue 17, Feb '99

Sore Thumb Award winner

Top Gear Rally

83%

Kemco

An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland though and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. Not as good as F1 WGP but still one of the best racing games you can buy.

Issue 3, Jan '98

Twisted Edge Snowboarding

60%

Kemco

Some games are destined for great things. Twisted Edge, on the other hand was always going to end up in second place. It's not bad by any means but 1080 is so 'rad' that every other snowboarder might as well fall face-down in the snow and head off home sulking. This is the second best snowboarding game ever made. 1080 is the best!

Issue 21, May '99

V-Rally: Edition '99

90%

Infogrames

Thanks to the power of the N64 this old GreyStation game's been given' a new lease of life. The graphics are better than ever and the huge amount of tracks and tons of cars'll see you racing well into next year. But it'll take that long to get to grips with the outrageously over-sensitive handling. Tricky at first, but amazing once you get into it. Check it out!

Issue 15, Christmas '98

Sore Thumb Award winner

Wave Race

91%

Nintendo

Don your wet suit and go jet-ski racing in one of the finest racing games ever to grace a home console. The graphics are wonderful and the water effect is so realistic you want to wear flippers whilst playing. A challenging championship mode, an excellent two player mode and a highly original stunt mode give this a long life. Brilliant stuff!

Issue 1, Dec '97

Sore Thumb Award winner

WipEout

92%

Midway

You're not short of options when it comes to futuristic racing on the N64. And this is one of the best ones ever made. This takes a PSX classic and gives it the N64 treatment. With better graphics, superb sound and a four player mode this is a brilliant racing game. The N64 control stick improves the steering and with a bit of practice you'll move faster than light!

Issue 16, January '99

Sore Thumb Award winner

FIGHTING

Jean Claude Van Damme: Mortal Kombat 4 85%
Big Girls Blouse: Mortal Kombat Mythologies 28%

Bio Freaks

82%

GT Interactive

An absolute bloodbath of a beat'em-up from Midway. Up to two players can hack each other apart limb from limb in Monty Python-esque Black Knight fashion including a ludicrous amount of blood. This beat'em-up got a cheer from most of the N64 Pro crew along with shouts of 'none shall pass' and 'tis but a flesh wound.' Not perfect, but great fun anyway.

Issue 10, Aug '98

Clayfighter

33%

Interplay

Oh dear! What's this deeply poor game doing on our super console? Flat 2D characters are badly animated and combined with abysmal gameplay and sluggish controls. Not the best start and the dubious, and frankly unfunny, attempt at humour doesn't help either. I could go on, but lets just say this should have been 'Kiln at birth' (Get it?) Nevermind!

Issue 4, Feb '98

Dark Rift

71%

Vic Tokai

An early attempt at a beat'em-up on the N64 which is by no means the worst, but certainly not the best. The characters are interesting, but the graphics are bland and the gameplay is shallow and uninvolving. It's fun at first but soon becomes a bore. Dark Rift was never the best N64 beat'em-up and these days Fighter's Destiny and MK4 beats this into a pulp.

Issue 2, Xmas '97

Dual Heroes

35%

Hudson Soft

Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort. Do yourself a favour and choose a better beat'em-up.

Issue 5, Mar '98

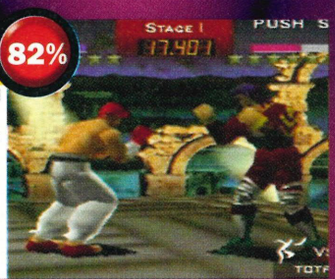
Fighter's Destiny

82%

Ocean UK

A great fighting game with a true arcade look and feel to it. The graphics are a bit bland but apart from that this is one of the best beat'em-ups you can buy. Mortal Kombat 4 is slightly preferred in the office but that's only because we're suckers for the blood and gore. If it's top-notch fighting action you're after then you can't go wrong with either game.

Issue 5, Mar '98



Mace: The Dark Age

69%

GT Interactive

A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are good and the backgrounds are fully interactive. But Mace still fails to fully deliver the goods and ends up as a rather lacklustre affair. The fun is short-lived and soon wears off.

Issue 3, Jan '98

Mortal Kombat 4

85%

Midway UK

Mortal Kombat finally goes 3D and turns out to be one of the best beat'em-ups ever made. Take control of one of 15 ludicrous nut-jobs and try to disembowel all the other psychos. The trademark blood and gore is splattered through-out the game and it now looks better than ever. The action is fast and furious and it plays just as well as the 2D Mortal Kombat games. Great!

Issue 11, Sep '98

Mortal Kombat Mythologies

28%

GT Interactive

A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard (they'd look bad on a SNES) and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 40 quid for this is laughable. Do yourself a favour and steer clear.

Issue 6, Apr '98

Mortal Kombat Trilogy

48%

Midway

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. The 2D MK games were always a bit clumsy but these days it they look completely out of place on the N64. Even if you're fanatical about Mortal Kombat there's no reason to buy this now that MK4 has been released.

Issue 1, Dec '97

Nightmare Creatures

79%

Activision

It's got blood, gore and things more hideous than Noely's nose-hair! And if that's not enough to put you off, the fact that it's a port of an average PlayStation game might just do the trick! It plays a bit like a 3D platform game with the jumping action removed and replaced with solid sword swiping. It's gory, but the dodgy camera angles and duff controls ruin most of the fun!

Issue 18, March '99

Rakuga Kids

65%

Konami

Just about as a mad as games can get before they are officially carted away by men in white coats. You control the fightin' kids as they transform into tanks, washing machines, 70's disco divas, scissors and so on. Stupid, dumb, but lots of fun. It's quirky rather than good and the fun factor is too short-lived. Rent it out for the night and you'll have a top laugh.

Issue 17, Feb '99

Smash Brothers

85%

Nintendo

Mazza and his mates stop being cute and kick off in the biggest scrap since Millwall FC decided to throw a 'bring a bottle party' for its fans. In an amazing twist on all other fighting games, up to four players can kick off with a Nintendo all-star cast of characters. Basic at times, but a solid fighter with a furious multi player game that'll see you and your mates fighting for months.

Issue 19, April '99

War Gods

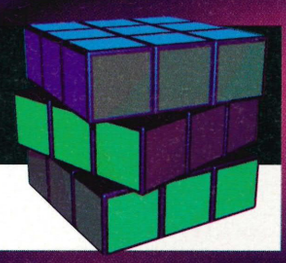
38%

Midway

Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves, terrible controls and a complete and utter lack of involvement. Following a War Gods vs. Clayfighter mud-slinging contest we decided that this is definitely the worst fighting game on the N64. Become a pacifist atheist and just say no!

Issue 2, Xmas '97

PUZZLE



Blankety Blank: Wetrix 90%
Family Fortunes: Tetrisphere 60%

Wetrix — 90%

Ocean

You'll have lots of fun if you get this splashing game. Guide falling Tetris-style blocks to build circular dams and wait for the heavens to open. Then everything becomes manically tense as you try to guide new blocks and water so that nothing is spilt over the sides. Difficult to begin with, but given practice this becomes the best puzzle game since Tetris.

Issue 8, Jun '98

Sore Thumb Award winner

Bust-A-Move 2 — 85%

Acclaim

The absolute classic puzzle game makes its appearance on the N64. Take control of two cute dinosaurs as they aim and throw coloured bubbles up the screen in an attempt to get three of the same colours touching so they burst. Simple enough with dated looks, but it's still one of the best puzzle games ever made and fantastic with two players.

Issue 10, Aug '98

PLATFORM

High Rise Skyscraper: Banjo-Kazooie 96%
Bungalow: Iggy's Reckin' Balls 68%

Bust-A-Move 3 — 82%

Acclaim

The bubble popping extravaganza heads to the N64 in this wonderful puzzler. Same game as before, but now up to four players can fight it out by popping their bubbles first. The multi player game is better than ever, but the one player's pretty much the same and if you bought B-A-M 2, then you'd be better off buying something else. Just make sure you own at least one version!

Issue 17, Feb '99

Banjo-Kazooie — 96%

Nintendo

This game is a work of sheer genius and you simply won't believe your eyes when you see the amazing graphics. You take control of a bear and bird on a quest to save Banjo's sister from the clutches of an evil witch. The levels are huge with tons of detail and loads to do. Like Super Mario 64 but better (need we say any more). Just go straight out and buy it!

Issue 11, Sep '98

Sore Thumb Award winner

Glover — 83%

Hasbro

Let's have a big hand for the N64. Alright, alright, you can all stop applauding now, I was talking about Glover. In this wonderful puzzler you control a white glove through several beautiful worlds. The glove comes complete with a bouncing ball that you throw around. It looks a bit like Mario, but it'll tax your mind more than your ability to hop. Truly original!

Issue 15, Christmas '98

Bomberman 64 — 70%

Hudson

The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode which is great fun and pretty challenging. But Bomberman is famous for the multi player mayhem which was disappointing in this version.

Issue 4, Feb '98

Space Station: Silicon Valley — 92%

Take 2

A wonderfully weird 3D puzzle game. Silicon Valley is a series of Mario-style worlds populated with bizzare hi-tech animals (like the hovering sheep and dogs armed with rocket launchers). You can take control of any animal you encounter to help you through the deviously designed levels. Every bit as odd as it sounds and stacks of fun.

Issue 16, January '99

Sore Thumb Award winner

Bomberman Hero — 83%

Hudson

Bomberman is back with a blast in a N64 3D platform game. For the first time ever, Bomberman can jump around a variety of levels turning the traditional run and bomb game into a 3D Mazza-like platfomer (with lots of explosions). Much better than the muddling Bomberman 64 but it now lacks a multi-player mode. Nowhere near as good as Mario 64 or Banjo-Kazooie.

Issue 9, Jul '98

Tetrisphere — 60%

Nintendo

Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace as you work your way around the puzzles. The game tends to feel a bit bland when compared to the panic-inducing mania of the original.

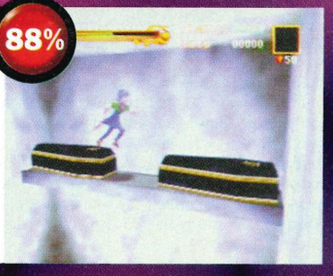
Issue 5, Mar '98

Castlevania — 88%

Konami

The classic SNES whip crackin' platormer makes a welcome return on the N64. Run around dark and moody Transylvania smacking up skeletons, gouging ghouls and battering bloodsuckers. It's a bit too short lived and the end comes far too soon. But, while the fun lasts, this is vampire slaying at its very finest...and there's not an American teenager in sight.

Issue 19, April '99



Virtual Chess — 72%

Titus

Chess hits the N64 and unsurprisingly fails to change our lives. Animated pieces hack each other apart until the novelty wears thin and you switch to the 2D mode – which is identical to every other chess game ever made. Virtual Chess does have an excellent training mode though and your N64 plays a mean game. Worth looking at!

Issue 11, Sep '98

Chameleon Twist — 74%

Sunsoft/ Ocean

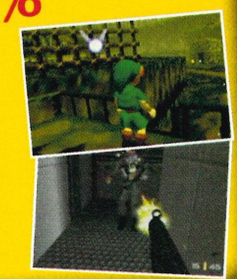
A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gameplayer due to a ridiculously easy difficulty level. But it's great fun while it lasts.

Issue 3, Jan '98

HALL OF FAME

The all new top-ten best games ever. If two scores are the same, team preference comes into effect

1	Zelda	98%
2	ISS '98	96%
3	GoldenEye 007	96%
4	Banjo-Kazooie	96%
5	Mario 64	94%
6	F1 World Grand Prix	94%
7	Turok 2: Seeds of Evil	94%
8	1080 Snowboarding	93%
9	Beetle Adventure Racing	93%
10	FIFA '99	93%



Super Mario 64 — 94%

Nintendo

The best video game ever? It's certainly up there as one of the finest. This is a true classic in every sense of the word and takes all the best bits from previous Mario games and beautifully adapts them into a highly detailed 3D world. Mario 64 took platformers to the next generation and every N64 owner should have a copy of this in their collection.

Issue 1, Dec '97

Yoshi's Story — 88%

Nintendo

Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. Very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. It's designed for younger kids, but still take a look if you're into platformers.

Issue 8, Jun '98

Gex — 75%

GT Interactive

A nice attempt at a 3D platform game with a quirky sense of humour. Gex subverts all your favourite film and television shows by starring a wisecracking gecko that runs around making fun of everything from Star Wars to Bugs Bunny. It's a shame that the average graphics, sloppy controls and poor camera angles ruin all the good fun. Try something else.

Issue 14, Dec '98

SPORTS

Footy: ISS '98 96%
Rounders: NBA Pro '98 65%

Iggy's Reckin' Balls — 68%

Acclaim UK

An original mixture of platform game and multi-player racing as you take control of a ball and race around a 3D course made of platforms. The ideas original but in this instance the actual game turned out to be a dull affair with a very limited lifespan. A nice concept, but it's a shame that the final version wasn't as good as our expectations.

Issue 13, Nov '98

All Star Baseball — 90%

Acclaim

Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball. Well worth getting if you're into baseball as the level of realism is outstanding.

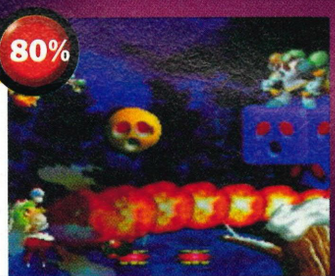
Issue 10, Aug '98

Mishief Makers — 80%

Enix

A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot compliments this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible. Worth getting if you see it going for a good price.

Issue 3, Jan '98



All Star Baseball 2000 — 91%

Acclaim

Last years smash-hit baseball game returns for a second innings! Once again the graphics are outstanding with wonderful pin-sharp graphics and incredible attention to detail. It's just as good to play as the first edition and its technical prowess makes this the only game for baseball enthusiasts. Even if you're not into 'American rounders' take a look at this incredible game.

Issue 21, May '99

Mystical Ninja starring Goeman — 88%

Konami

One of the best platform games ever made! In the tradition of Goemon games this is completely off-its-face and the surreal Japanese madness will have you in stiches. Brilliant in single player but you and a mate can team up for an amazing co-operative experience where you really have to work as a team to beat the wacked-out puzzles. Don't be put off by the 2D graphics, it's great!

Issue 21, May '99

All Star Tennis — 89%

Ubisoft

The second top tennis game to arrive on the N64 forced the whole team to stop and try to beat Steve 'Mr Tennis' McNally. Once again we all failed as he smugly smashed the ball past us every time. It's much more realistic than Centre Court Tennis, but we found it less entertaining (probably because you can't play strip tennis). Great stuff for tennis fans though.

Issue 19, April '99

Starshot: Space Circus — 85%

Infogrames

The Space Circus puts on the greatest show in the known Galaxy. You're Starshot, the Star Juggler, but your job's under threat from the Evil Virtua Circus who are taking over your business. It's up to you to scour space for some new oddities for the Circus. This is a truly bizzare with a wicked sense of humour and some wonderfully designed characters.

Issue 15, Christmas '98

Centre Court Tennis — 90%

Nintendo

Top tennis action that'll have your thumb twitching for days! Realism is shunned in favour of a cartoon-like approach that makes the game wonderful to play. It's easy to control and with practice the control stick allows for serves and returns to be placed with pinpoint accuracy. And if that's not enough, you can play strip-tennis and steal each others clothes! Good stuff.

Issue 18, March '99

FIFA '98: RTWC

87%

Electronic Arts

A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more real teams and players than you could shake a stick at. ISS is slightly better, but EA deserve a lot of credit for turning FIFA around. This deserves every success.

Issue 4, Feb '98

FIFA '99

93%

EA Sports

FIFA finally gets the thumbs up from the N64 Pro team. With incredibly sharp graphics, realistic gameplay and all the official teams and players (from the leagues this time). This is a football fan's dream. Unless that football fan already has ISS '98, which still gets the nod from most of us. But both games are footy-tastic and if you get FIFA '99 you won't be disappointed.

Issue 18, March '99

Sore Thumb Award winner

ISS '64

90%

Konami

Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream. Only bettered by its (very similar) sequel but still a fine game to own.

Issue 1, Dec '97

Sore Thumb Award winner

ISS '98

96%

Konami

No game has caught our attention and sucked up our time more than ISS '98. The best football game ever made represents an almost perfect rendition of the sport. A wealth of features complement the fast paced gameplay. You'll be hooked on finding new tactics and ways to score. Video games don't come better than this so go out and buy it – NOW!

Issue 12, Oct '98

Sore Thumb Award winner

Kobe Bryant In NBA Courtside

85%

Gametek

The first game to appear under the Nintendo Sports label finally gives basketball the treatment it deserves. More serious than Hangtime and less fuzzy than NBA Pro, this is a fun, action packed and easy to play basketball game that balances serious sport with playability. If you're into basketball then take a look at this.

Issue 9, Jul '98

Madden '98

90%

Electronic Arts

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a Sore Thumb Award. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay. A truly brilliant game that perfectly captures the American sport. The only problem is Madden '99, reviewed this issue

Issue 3, Jan '98

Sore Thumb Award winner

Madden '99

92%

Electronic Arts

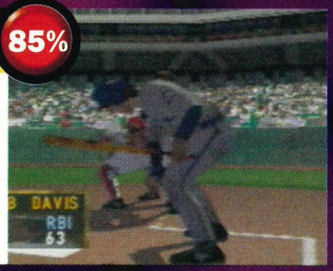
Madden '99 takes American Football and kicks it to such high standards that the rest of the world might as well go home. Madden's always been the best at American Football, but this all singin' and dancin' hi-resolution version even makes even the wonderful Madden '98 look out-of-date. The N64 shows the world how to bring a sport to life. Join the rush to buy this game!

Issue 15, Christmas '98

Sore Thumb Award winner

Major League Baseball

85%



Nintendo Sports

Another baseball game storms into the Pro office and joins the long line of games depicting the American version of rounders. Less serious than All-Star Baseball (its main competitor), and the graphics aren't as good. But in many ways this is much more fun to play. The gameplay shines and has won Ken Griffey many admirers. Take a look if ASB seems too serious for you

Issue 11, Sep '98

Nagano Olympic Hockey

84%

Midway

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics, but very little else. It's just as good as it ever was, but we're getting a bit tired of seeing exactly the same game appear every couple of months with just a few tweaks. Good fun but, NHL Breakaway '98 is a better game.

Issue 7, May '98

Nagano Winter Olympics

90%

Konami

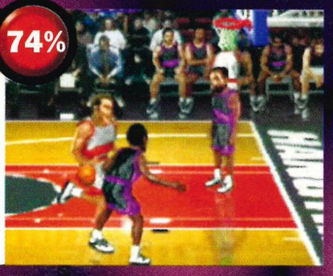
Track n' Field heads north in this snow bound sporting spectacular. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (I'm being serious). A bit drab in the one player mode, but two or more players will find a great game that held up work in our office for days.

Issue 5, Mar '98

Sore Thumb Award winner

NBA Hangtime

74%



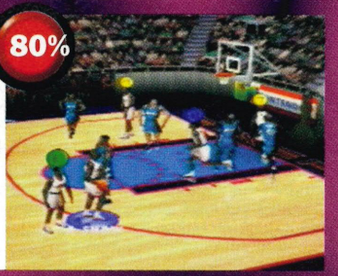
Midway

What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets. But basketball fans should go for Kobe Bryants game of ball.

Issue 1, Dec '97

NBA Jam '99

80%



Acclaim

Realism is taken to new heights in this new version of basketball. All the teams, players and enough stats and player trading to send your brain into a coma. The game itself is pretty good with a useful system of passing that assigns a button to each player, allowing you to chuck the ball around at will. But it's really one for hoop addicts with the realism annoying non fans.

Issue 17, Feb '99

NBA Pro 98

65%

Konami

The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. The game itself is very tedious and you're left wondering where your money went. Go for Kobe Bryant instead and you'll be much happier.

Issue 17, Feb '99

NFL Quarterback Club

86%

Acclaim

Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the first games to use the stunning hi-res mode on the N64. It looks beautiful but despite its pretty face it just doesn't play as great a game as Madden. Even so this is a fine game to own.

Issue 3, Jan '98

NFL Quarterback Club 99

84%

Acclaim

Incredibly, this game manages to look even better than last year's visual feast. Lovingly rendered in hi-res detail, this has to be one of the best looking games ever. Underneath all the graphical trickery is a solid American football game with loads of stats and plenty of realism. We still prefer the gameplay found in Madden, but fans'll be pleased with either game.

Issue 16, January 99

NFL Blitz

89%

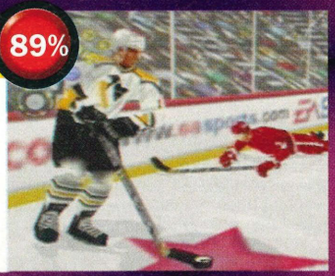
Electronic Arts

Ice hockey makes yet another appearance on the N64 and still remains a firm office favourite. The violent combo of ice skates and large wooden sticks make this one of the best sports ever. NHL '99 recreates the atmosphere of an ice rink thanks to the wonderful sound effects and superb graphics. The game is less frantic than Breakaway, but great fun anyway!

Issue 15, Christmas '98

NHL '99

89%



Electronic Arts

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Issue 15, Christmas '98

NHL Breakaway

90%

Acclaim

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64. The graphics are amazing with highly detailed, well animated hockey players. Breakaway perfectly captures the spirit of an ice hockey match and it plays like a dream. Like all the best games it's easy to get into but difficult to master. Great stuff!

Issue 7, May '98

NHL Breakaway '99

68%

Acclaim

Ice hockey is brought back to life in Breakaway's second outing. Comparing it to the last version though is a bit like playing a spot-the-difference competition. Exactly the same game has been released with hardly any difference whatsoever, so you'll feel mugged if you buy both versions. It's good, but it got such a low score because of the lack of any changes.

Issue 17, Feb '99

Tripleplay Baseball

62%

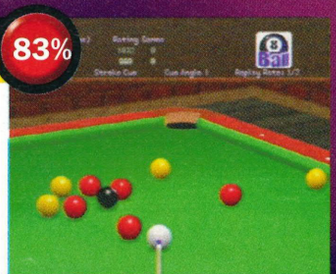
Electronic Arts

A bit of a let-down from the usually brilliant EA Sports team. Tripleplay lacks all the skill and grace of All Star Baseball and despite trying for an arcade-approach it doesn't come close to the thrills and spills of Ken Griffey's game of fastball. The animation is stuttery and the game flips between comcially fast and mercilessly slow. Get ASB 2000 for hardball baseball!

Issue 21, May '99

VR Pool

83%



Interplay

Ball whacking fun aplenty in the N64's first ever rack'em-up. The physics are incredibly realistic as the game perfectly simulates the effect of knocking balls around with a pointy stick. You can play loads of different types of pool with either English or American rules. And the control stick gives you perfect control over the cue. But it's still a bit dull, even in multi player.

Issue 19, April '99

Waialae Golf

69%

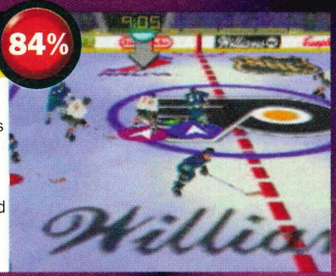
T & E Soft

Head for the green and whack balls around all day long with this rendition of one of the most leisurely sports. Unfortunately a good walk isn't the only thing that's ruined by this game. The gameplay is shoddy and and the graphics are rubbish. This is the first golfing game to appear for the UK N64, but it's certainly not the last. So hang on for a bit longer.

Issue 13, Nov '98

Wayne Gretzky's 3D Hockey

84%



Midway

This is a lightning-paced ice hockey game that mixes sports simulation with arcade action and plays at over 100 mph. The single player game is great fun, but for a real treat get some mates 'round for the four player game. It's almost as much fun as ISS '98. Whilst this isn't the best sports game on the N64, it's still a lot of fun and well worth checking out.

Issue 2, Xmas '97

WCW Nitro

62%

THQ

Given the sheer amount of wrestling games on the N64 it was only a matter of time before a truly dud one turned up. And here it is! The wrestlers are badly animated, poorly defined and less realistic than their (already pretty unbelievable) real-life counterparts. The controls are abysmal and games often decend into button bashing. Throw this one out of the ring!

Issue 20, Easter '99

WCW vs. NWO

80%

THQ

Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Issue 4, Feb '98

WCW/NWO Revenge

85%

THQ

Wrestling storms back onto the N64 and the fight between WCW and WWF Warzone continues unabated. The graphics are as stunning as ever and there's more detail on these burly blokes than on any other sports game. The gameplay is similar to the original and you still have to work up the crowd to get yer special moves. Check it out if yer a wrestling fanatic.

Issue 15, Christmas '98

World Cup '98

87%

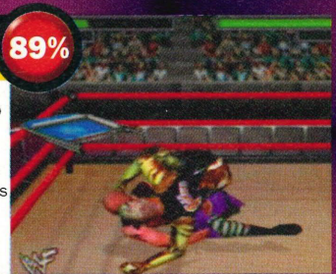
Electronic Arts

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: RTWC, so we have doubts about buying the same game twice. Still, it looks good and has a realistic feel thanks to the official license. There's also a Classics mode where you play teams from the 1960's. Good, but not as great as the almighty ISS '98.

Issue 8, Jun '98

WWF Warzone

89%



Acclaim Out Now

The third representation of wrestling on the N64 has plenty of little touches that are sure to keep you amused (and I'm not just talking about the Lycra pants). You can even design your own wrestler in a terrifying mixture of beast-creator meets Barbie clothing simulator. Jokes aside, this is a seriously good wrestling game with great graphics and good controls. Worth getting.

Issue 13, Nov '98

RPG/ADVENTURE

King of the Castle: Zelda 64 98% **Dirty Rascal:** Holy Magic Century 60%

Holy Magic Century

60%

THQ

Take control of (the life of) Brian and guide him through his quest to find his father. Using the four elements of earth, wind, fire and water you can cast a wide variety of spells. Good graphics and a novel fighting system help keep it from completely dying. But the story is duller than Noely's diary and let's face it, Zelda kicks its arse all around the castle!

Issue 17, Feb '99

Mission: Impossible

92%

Ocean

After countless delays this game sneaked out of high security and was exposed as surprisingly good after all. But it's not a bit like GoldenEye so don't get too excited. This adventure will tax your mental ability more than your trigger finger (which is why it's here and hangin' out with the shooters). The graphics vary betwen great and bland but the game is fun and challenging.

Issue 12, Oct '98

Sore Thumb Award winner

Mystical Ninja Starring Goeman

83%

Konami

This is a weird one and no mistake. Guide Goemon around a surreal 3D world whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has been praised for its inventiveness and the wealth of mini-games in this version is no exception. Only let down by the amount of time you have to spend plodding around.

Issue 7, May '98

Zelda 64: The Ocarina of Time

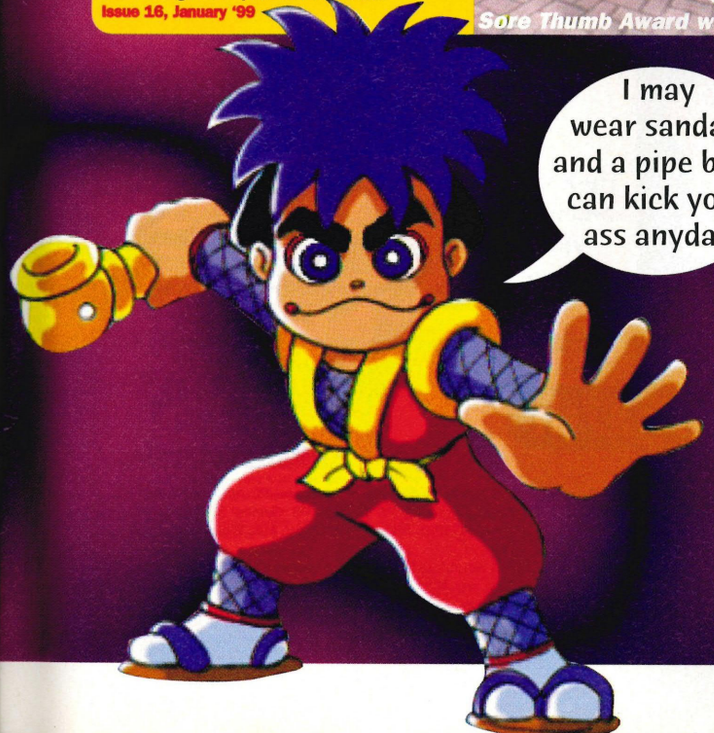
98%

Nintendo

The best game ever made! You control Link through a massive adventure as he attempts to rescue Princess Zelda and save Hyrule from the terror of the evil Ganondorf. Zelda's got it all: amazing visuals, fantastic sound, addictive gameplay, a great story and a huge world so lovingly crafted it feels real. If you only ever buy one more game in your life, buy Zelda.

Issue 16, January '99

Sore Thumb Award winner



MISCELLANEOUS

Top Boss: Pilotwings 91%
Fool and the Gang: Rampage World Tour 33%

Air Boarders

77%

Human

Swap realistic skateboards for Back To The Future II style hovering jet boards and head to the stunt park. Excellent graphics with well animated characters and huge tracks that are lush and packed with detail. Good fun, but the lack of a race option seriously limits its longevity. Worth looking at if you're after something different, but not a patch on 1080.

Issue 8, Jun '98

Blast Corps

84%

Nintendo

Cause wanton destruction on a global scale with this smashing game from Rare. Use military specification demolition vehicles to clear a path for a runaway nuclear missile carrier, and destroy absolutely everything in its way. The graphics are excellent, it's refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Issue 1, Dec '97

Mario Party

87%

Nintendo

A fantastic four player board game that's brought to life with the power of the N64. Get four pads and you'll never tire of playing the 50 different sub-games all tied together by a main dice rolling level. It's a great laugh and so easy to play that your granny and five year old brother could fight it out. But don't ever try playing it alone, you really need your mates round.

Issue 19, April '99

Sore Thumb Award winner

Pilotwings 64

91%

Nintendo

Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. It's got a somewhat sedate pace at times but don't be fooled into thinking this is boring. As the missions progress it become manically hectic as you bomb around the skies trying to complete the game. Wonderful!

Issue 1, dec '97

Sore Thumb Award winner

Rampage World Tour

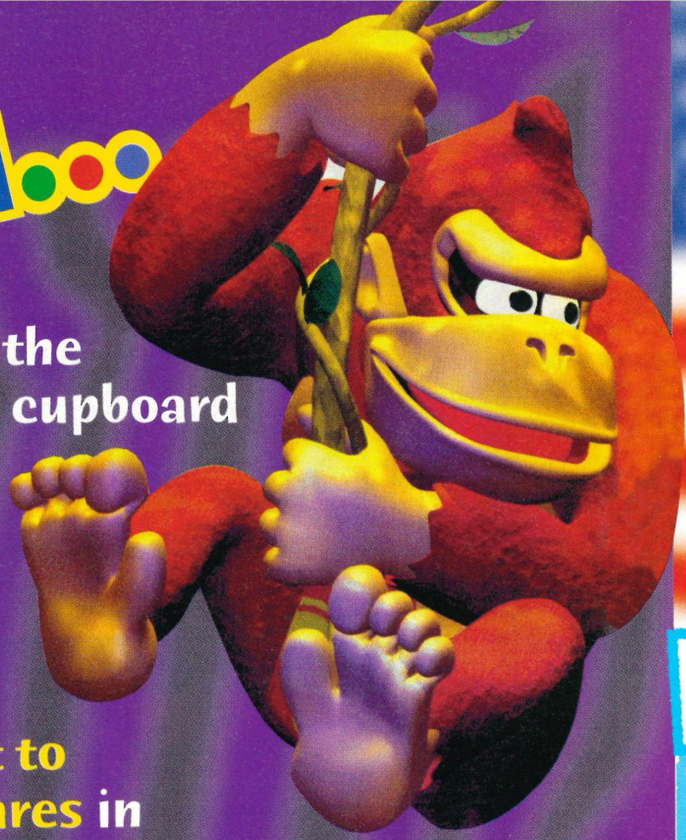
33%

GT Interactive

Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm of a drunken flesh eater with bad breath. Blast Corps is a far better game of manic destruction. Leave this in the past.

Issue 9, Jul '98

NEXT MONTH...



If you think the N64 gaming cupboard is bare, think again! Old Mother Nintendo's been busy and is about to show her wares in Los Angeles!

E3 Special Report!

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12/

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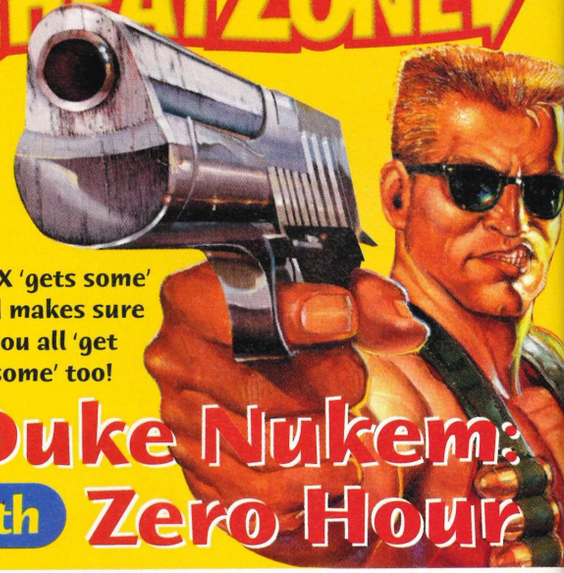

Tip-X 'gets some' and makes sure you all 'get some' too!

Duke Nukem: Zero Hour

Issue 23 on sale May 27th

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